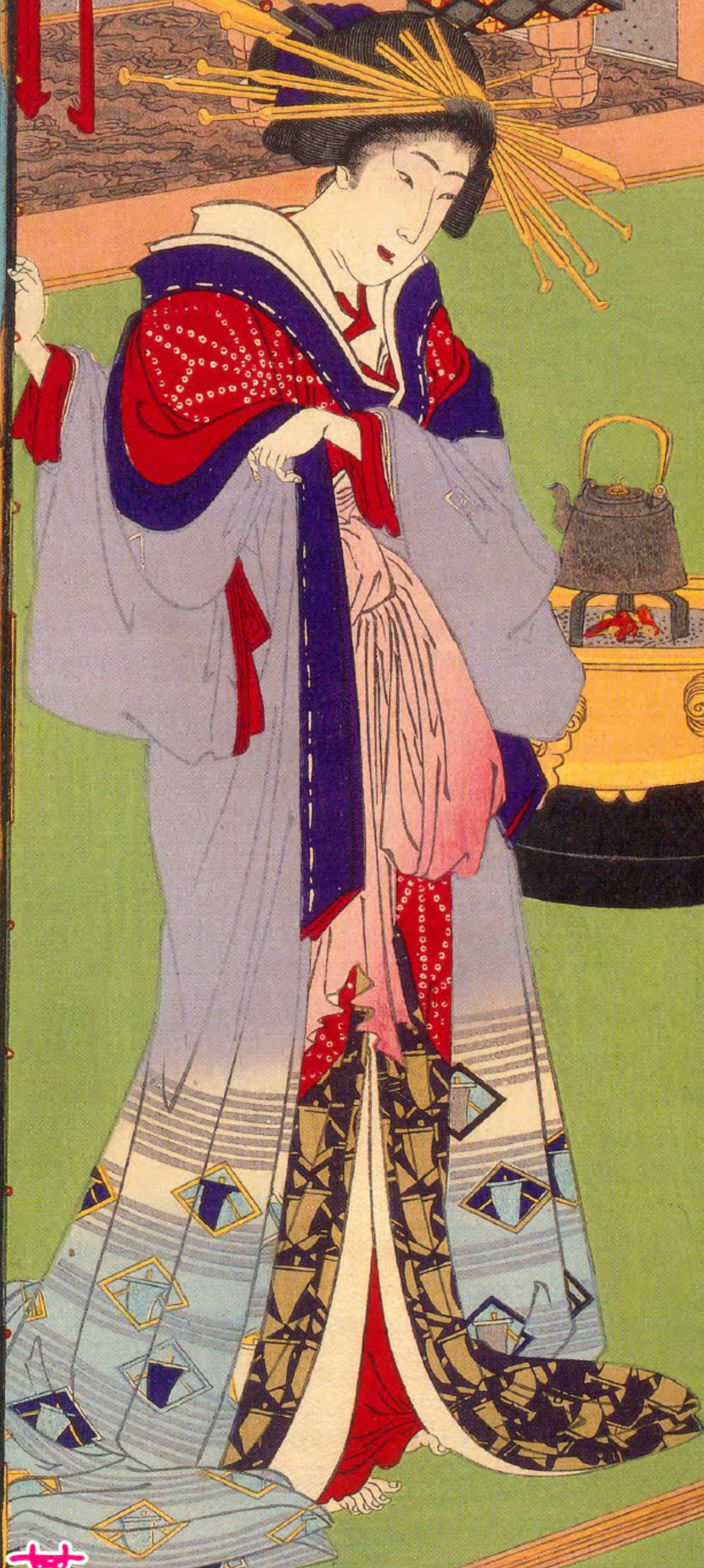


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New Publication from Kiseido

A Dictionary of Modern Fuseki

The Korean Style

Of the three main stages in a game of go, there is no doubt that the middle game is the most exciting. This is where most of the action of a game occurs: stones are attacked and defended or captured; potential territories are invaded or erased; nerve-wracking ko fights and kill-or-be-killed capturing races that can decide the outcome of the game take place.

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This book is unique in the English go literature. It analyses contemporary opening strategy in depth, focusing on the new patterns recently developed by the Korean players who dominate the international go scene. Typically, it analyzes the first 30 moves or so of the most important patterns; it is the first book that makes it possible for amateurs to play a professional-level opening.

After thoroughly analyzing 59 patterns, the book ends with 36 problems.

304 pages; size: Go World size (18 x 26cm)

Price: US\$30.00 + \$3.00 shipping

These books may be ordered from Kiseido's online shop at:
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The cover: The left panel of an oban diptych by Toyohara Kunichika published in 1877 titled *Kinko Seiga: Ukiyo-e Ruiko no Uchi Ansei Ni-San Nen no Koro* (*Honest Pictures for All Ages: An Ukiyo-e Study of a Scene from Around 1855-56*). The scene depicts the famous courtesan Mayuzumi of the high-class Hotsui brothel. (From the collection of Erwin Gerstorfer.)

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Go World News

June~September 2004

by John Power

International

Overview

International professional go is flourishing more and more. This year there are a remarkable seven individual world championships being held, including one, the last in the list below, that has just made its debut. They are: the Ing Cup, the Fujitsu Cup, the Toyota & Denso Cup, the Samsung Cup, the LG Cup, the Chunlan Cup, and the Zhonghuan Cup. On top of that, there are the TV Asia Cup and two team tournaments, the CSK Cup and the Nong Shim Cup, not to mention Korea/China and Japan/China title play-offs.

This means that the top professionals are becoming more and more busy — they all have obligations to play in domestic tournaments, so it's surprising that they can meet all their commitments. Actually, some top Japanese players cut back on international competition when it threatens to make their schedules too hectic (Kobayashi Koichi, for example, when he was Kisei; Yoda follows his lead in forgoing international competition in late summer and autumn, when he's busy with his Meijin defence). There is a good reason for this: the prize money for the top Japanese titles rivals or surpasses that for most of the international titles. Korean and Chinese players, in contrast, focus on international titles because they pay more than domestic titles (in the case of Korea, by a factor of ten).

One result of this is that some tournaments are being staged in more concentrated spells. For example, this year's Fujitsu Cup held the final (and third-place play-off) two days after the semi-finals, instead of a month later, as hitherto; even more drastic was the step taken by the Toyota & Denso Cup of holding the first four rounds, that is, from round 1 to the semifinals, in exactly one week. This, of course, saves the winning players a lot of time by reducing the number of international trips they have to make.

Progress reports on six of these tournaments are given below, plus some other international events. With all the activity going on, working out what is happening can be confusing. Our suggestion: track the results of a youthful Korean quartet that is beginning to dominate the interna-

tional scene. It's made up of Song T'ae-kon (born 8 September 1986), Pak Yeong-hun (born 1 April 1985), Ch'oe Ch'eol-han (born 12 March 1985), and Yi Se-tol (born 2 March 1983). Yi Ch'ang-ho (born 29 July 1975) is still in a class of his own, but in many tournaments he is actually outperformed by the above players; in fact, they could even be regarded as the core group of contenders. They are the ones players from other countries have to beat to have a chance, so their games are often the key ones in a tournament.

Several years ago, Kobayashi Koichi commented that Japan shouldn't get too worried about the dominance of Yi Ch'ang-ho, as he was just one player and there was no way one country could produce ten players like him. Perhaps he spoke too soon.



A new champion

Pak wins 17th Fujitsu Cup

Pak Yeong-hun has won his first international title, defeating Yoda Norimoto of Japan in the final of the 17th Fujitsu Cup. This made up for his loss to Cho Chikun in the final of the 8th Samsung Cup in December 2003, when he was still only 18 (reported in GW100, page 3). Pak made his debut as a world champion just five

years after becoming a professional. He is only the third teenager to win a world title (after Yi Ch'ang-ho, at 16, and Yi Se-tol, at 19 years five months, two months older than Pak).

In the final, Yoda seemed to be doing well. He took an early lead, but Pak gradually whittled it down and finally overtook him. It's fitting he should win like this, as in Korea his skill at the endgame is reputed to surpass even that of Yi Ch'ang-ho.

Pak took home the first prize of 15 million yen. He also set a couple of records. Thanks to his victory, he was promoted to 9-dan, becoming both youngest ever, at 19 years three months, and the quickest, at five years.

Quarterfinals (5 June, Chinese Ki-in)

Yoda Norimoto 9-dan (Japan) (W) beat Yi Ch'ang-ho 9-dan (Korea) by 3½; Song T'ae-kon 6-dan (Korea) (B) b. Zhou Junxun 9-dan (Chinese Taipei) by 2½; Yu Ch'ang-hyeok 9-dan (Korea) (B) b. Ch'oe Ch'eol-han 7-dan (Korea) by resig.; Pak Yeong-hun 5-dan (Korea) (W) b. Cho U 9-dan (Japan) by resig.

Semifinals (3 July, Nihon Ki-in)

Yoda (B) b. Song by resig.; Pak (W) b. Yu by resig.

Final (5 July, Nihon Ki-in)

Pak (B) b. Yoda by 1½.

Play-off for 3rd place

Song (B) b. Yu by 1½.

Yi Ch'ang-ho wins Teda Cup

This is a special invitational tournament held in the city of Tianjin (Tientsin) in China on 12 and 13 June to commemorate the 20th anniversary of the founding of the Tianjin Economic and Technological Development Zone. It takes its name from the Teda corporation, which was the main sponsor (the name of this company would be written Taida in Mandarin Chinese, but a photo of the venue shows it spelt as 'Teda', which is presumably a dialect variation).

One representative each from Korea, Japan and China was invited to compete for the first prize of \$20,000. The luck of the draw put Yoda Norimoto of Japan directly into the final, where he met Yi Ch'ang-ho of Korea, who had defeated Kong Jie in the opening game (details of the game not known). Yi had lost to Yoda in the Fujitsu Cup a week earlier, but he took revenge here (both games are given in this issue). Yoda had to be content with \$15,000, and Kong received a consolation prize of \$10,000.

This is the second invitational tournament Yi

has won, following the China-Korea-Japan Meijin Play-off in 1996.

By its nature, this tournament should be a one-off, but the sponsors must have been pleased with its success; they announced that they plan to hold it again next year.



A return to form for Chang Hao

5th Ing Cup final: China vs. Korea

After a gap of a little over four months, the best-of-three semifinals were played at Guiyang in China in early September. Each semifinal matched a Chinese player against a Korean; in the first game, both Koreans won, then in the second game both Chinese evened the score. They then split the deciding games.

Chang Hao 9-dan of China will be playing in his second final in a row in this tournament, and he will be hoping to pick up his first international title after four second places. His opponent, Ch'oe Ch'eol-han, will be playing in his first international final, so whoever wins we will see a new world champion.

The first two games of the best-of-five final will be played near the end of this year and the remaining game or games in March next year.

Semifinals (scores given by Ing counting)

Game 1 (6 Sept.). Song T'ae-kon 7-dan (Korea) (B) b. Chang Hao 9-dan (China) by resig.; Ch'oe Ch'eol-han 8-dan (Korea) (W) b. Peng Quan 5-dan (China) by resig.

Game 2 (8 Sept.).

Chang (B) b. Song by resig.; Peng (W) b. Ch'oe by 13.

Game 3 (10 Sept.).

Chang (W) b. Song by 5; Ch'oe (W) b. Peng by 13.

5th Chunlan Cup final: China vs. Korea

China did very well in the 5th Chunlan Cup, securing six of the quarterfinal places and three of the semifinal places. The big question is whether it can finally win its own international tournament, as the sole Korean player surviving after the first two rounds, the redoubtable Yi Ch'ang-ho, has won his way to the final. There he will face Zhou Heyang, who has done very well against him in the past.

We do not yet have the dates for the best-of-three final.

Quarterfinals (Ningbo, 8 June)

Hu Yaoyu 7-dan (China) (W) b. Cho U 9-dan (Japan) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) b. Chang Hao 9-dan (China) by resig.; Zhou Heyang 9-dan (China) (W) b. Gu Li 7-dan (China) by resig.; Peng Quan 5-dan (China) (W) b. Wang Lei 8-dan (China) by resig.

Semifinals (Ningbo, 10 June)

Yi (B) b. Hu by 1½; Zhou (B) b. Peng by resig.



Yi Se-tol: gunning for his fourth title

2nd Toyota & Denso Cup final: China vs. Korea

The 2nd Toyota & Denso Cup World Go Oza was held at the Nihon Ki-in in Tokyo in late August. Staged every two years, this tournament is the only one open to players from all five continents, though, in practice, it's hard for an African or Australian representative to qualify for the main tournament, as they are in the same zone as 'the rest of Asia', that is, outside the Far East. This year the seat for this zone was taken by a Chinese professional 6-dan who lives in Singapore — and who put up a good fight against Yi Ch'ang-ho in the first round.

For the host country, the tournament was not a success. In the first cup, Japan got two players into the quarterfinals; this time it could manage only one. The recent pattern is for international tournaments to be dominated by Korean and Chinese players around the age of 20. Of course, the young Koreans are the hardest to beat, but China got three players into the quarterfinals and one into the final, so it can be satisfied. Perhaps its most encouraging result was the 21-year-old Kong Jie's win over Yi Ch'ang-ho.

Making the final were Chang Hao and Yi Se-tol. Chang used to be ubiquitous in international tournaments, but recently he had been failing to make the Chinese team. He was seeded in this tournament as the previous finalist, and he vindicated himself by making the final again. He beat two members of the Korean quartet referred to on page 2. Though he has still to win an international title, he also reached the final of the Ing Cup, so he had made a good comeback. His opponent Yi Se-tol is six years his junior, at 21, but he has already won three international titles.

The best-of-three final will be played in Nagoya on 5, 7 and (if necessary) 8 January 2005. First prize is 30 million yen (about \$275,000), second ten million, and there are two third prizes of five million yen each.

Round One (21 August, Tokyo)

Chang Hao 9-dan (China) (B) b. Feng Yun 9-dan (North America); Gu Li 7-dan (W) (China) b. Yamashita Keigo 9-dan (Japan) by resig.; Zhou Heyang 9-dan (China) (W) b. Mizokami Tomochika 7-dan (Japan) by resig.; Ch'oe Ch'eol-han 8-dan (Korea) (W) b. Hikosaka Naoto 9-dan (Japan) by 2½; Cho U 9-dan (Japan) (B) b. Wang Xi 5-dan (China) by resig.; Yi Se-tol 9-dan (Korea) (B) b. Zhou Junxun 9-dan (Chinese Taipei) by resig.; Song T'ae-kon 7-dan (Korea) (W) b. Takao Shinji 8-dan (Japan) by resig.; Yu Bin 9-dan (China) (W) b. Kobayashi Koichi 9-dan (Japan) by resig.; Yuki Satoshi 9-dan (Japan) (W) b. Cho Hunhyeon 9-dan (Korea) by resig.; Yoda Norimoto 9-dan (Japan) (W) b. Jiang Mingjiu 7-dan (North America) by resig.; So Yokoku 7-dan (Japan) (W) b. Frank Janssen (Europe) by resig.; Sakai Hideyuki 6-dan (Japan) (W) b. Alexandr Dinerchtein 1-dan (Europe) by resig.; Yi Ch'ang-ho 9-dan (Korea) (B) b. Yang Jinhua 6-dan (Singapore) by 2½; Yu Ch'ang-hyeok 9-dan (Korea) (B) b. Peng Quan 5-dan (China) by 2½; Wang Lei 8-dan (China) (B) b. Fernando Aguilar (South America) by resig.; Kong Jie 7-dan (China) (W) b. Andrey Kulkov (Europe) by resig.

Round Two (23 August, Tokyo)

Chang (W) b. So by ½; Yi Se-tol (B) b. Yu Bin by 2½; Kong (B) b. Yu Ch'ang-hyeok by resig.; Yuki

(W) b. Wang Lei by resig.; Ch'oe (B) b. Sakai by resig.; Song (B) b. Yoda by 2½; Zhou (W) b. Cho U by ½; Yi Ch'ang-ho (B) b. Gu by resig.,

Quarterfinals (25 August, Tokyo)

Ch'oe (B) b. Yuki by 2½; Chang (W) b. Song by resig.; Yi Se-tol (B) b. Zhou by resig.; Kong (W) b. Yi Ch'ang-ho by ½.

Semifinals (27 August, Tokyo)

Chang (B) b. Ch'oe by resig.; Yi Se-tol (W) b. Kong by resig.

Korea and China share honours in 9th Samsung Cup

This tournament followed the recent pattern in international go, with the honours being divided between China and Korea, in this case very evenly, as each got four players into the quarterfinals. This actually represented a recovery by Korea, as it was outscored by China nine wins to six in the first round.

Only three Japanese representatives took part in this tournament, and only Cho Chikun, the current titleholder, made it to the second round. It's worrying for Japan that Hane Naoki and Yamashita, two of its top young players, have not been doing well in international tournaments recently.

Uniquely among international tournaments, the Samsung holds a qualifying tournament open to all professionals to decide 16 of the 32 places in the main tournament (the other 16 are seeded in various ways). This year 61 Japanese, 35 Chinese, and 17 Taiwanese players took part (overseas players have to bear all expenses), together with 182 Korean players. For the third year in a row, no Japanese player achieved success (you have to win four or five games in a row); instead, nine Koreans and seven Chinese won their way through to the main tournament.

Incidentally, black won 20 out of 24 games in the first two rounds. One often gets the impression that black does much better than white in international competition; a count of all the 2005 results reported in this and the previous issue shows Black winning 98 games to White's 88. At 53.3%, this is better than black's success rate in Japanese tournaments since the adoption of the 6½-point komi, which is around 50.3%.

Results to date:

Round 1 (Taejon, 1 September 2004)

Cho Chikun 9-dan (Japan) (B) b. Yu Ch'ang-hyeok 9-dan (Korea) by 1½; Ch'oe Ch'eol-han 8-dan (Korea) (B) b. Hane Naoki 9-dan (Japan) by resig.;

Pak Yeong-hun 9-dan (Korea) (W) b. Yamashita Keigo 9-dan (Japan) by resig.; Yi Se-tol 9-dan (Korea) (B) b. Cao Dayuan 9-dan (China) by resig.; Cho Hun-hyeon 9-dan (Korea) (B) b. Wang Yuhui 7-dan (China) by 2½; Song T'ae-kon 7-dan (Korea) (B) b. Nie Weiping 9-dan (China) by resig.; Hu Yaoyu 7-dan (China) (B) b. Yi Ch'ang-ho 9-dan (Korea) by resig.; Ma Xiaochun 9-dan (China) (W) b. Yi Yeong-ku 3-dan (Korea) by resig.; Gu Li 7-dan (China) (B) b. Hong Min-pyo 4-dan (Korea) by resig.; An Tal-hun 6-dan (Korea) (B) b. Xie He 5-dan (China) by resig.; Luo Xihe 9-dan (China) (B) b. Kim Kwang-sik 4-dan (Korea) by resig.; Wang Lei 8-dan (China) (W) b. Yun Hyeok 4-dan (Korea) by resig.; Zhou Heyang 9-dan (China) (B) b. Mok Chin-seok 8-dan (Korea) by resig.; Yang Yi 5-dan (China) (B) b. Cho Han-seung 7-dan (Korea) by resig.; Kong Jie 7-dan (China) (B) b. Ch'oe Kyu-peong 9-dan (Korea) by resig.; Wang Xi 5-dan (China) (B) b. Yun Seong-hyeon 9-dan (Korea) by resig.

Round 2 (Taejon, 3 September)

Wang (China) (B) b. Cho (Japan) by resig.; Gu (China) (W) b. Cho (Korea) by resig.; Zhou (China) (B) b. An (Korea) by resig.; Wang (China) (B) b. Yang (China) by resig.; Ch'oe (Korea) (B) b. Luo (China) by resig.; Pak (Korea) (B) b. Ma (China) by resig.; Yi Se-tol (Korea) (B) b. Hu (China) by resig.; Song (Korea) (B) b. Kong (China) by resig.

Quarterfinals (6 & 7 Oct.)

Yi Se-tol vs. Wang Lei; Pak vs. Zhou; Ch'oe vs. Gu; Song vs. Wang Xi.

9th LG Cup

There has been no activity in this tournament since the second round on 20 May (reported in GW101). The quarterfinals are scheduled to be played in Pusan on 26 October.

New international tournament debuts

1st Zhonghuan Cup

Yet another tournament has made its debut on the crowded international go scene: the 1st Zhonghuan Cup World Go Championship. The provenance is Taiwan, or, to be politically correct in go circles, Chinese Taipei, which founds its second international tournament, after the Ing Cup.

The scale is slightly smaller than its rivals: it's a 16-player knockout, with participation confined to the Far East. Representation is as follows: China, Korea and Japan: three players each; Chinese Taipei: five. The remaining two places were allotted to two players invited by the organizers this year and hereafter will go to the first- and second-place-getters in the previous

cup. This year the two were Cho U Honinbo and Pak Chi-eun, holder of the 2nd Cheongkwangjang Cup, a women's international title. The komi is (equivalent to) 6½ and the time allowance three hours each. First prize is two million Taiwanese dollars (around \$55,000), 2nd 700,000 and 3rd 300,000.

For what reason we do not know, no Chinese players took part, so the other countries each got an extra place.

The opening round was a triumph for Chinese Taipei, which scored four wins. Three of these were by Nihon Ki-in players, but the fourth was a major upset. Lin Zhihan 5-dan, a relative unknown, defeated one of the world's top players. Song T'ae-kon 7-dan of Korea. In the second round, he had an excellent position against Yamashita, but failed to wrap up the game when he had a chance. Actually, Lin holds five domestic titles and is the number two player after the better-known Zhou Junxun.

Korea displayed its usual strength, securing two of the semifinal places, to one for Japan and one for Chinese Taipei.

Round 1 (16 Sept., Taipei)

Yi Ch'ang-ho 9-dan (Korea) (W) b. Rin Kaiho 9-dan (Ch. Taipei) by resig.; Yamashita Keigo 9-dan (Japan) (W) b. Ch'oe Ch'eol-han 8-dan (Korea) by resig.; Pak Yeong-hun 9-dan (Korea) (W) b. Zhou Junxun 9-dan (Ch. Taipei) by 4½; Lin Zhihan 5-dan (Ch. Taipei) (B) b. Song T'ae-kon 7-dan (Korea) by resig.; Cho U 9-dan (Ch. Taipei) (W) b. Pak Chi-eun 5-dan (Korea) by resig.; O Rissei 9-dan (Ch. Taipei) (B) b. Cho Chikun 9-dan (Japan) by 1½; Kato Masao 9-dan (Japan) (W) b. Zhou Heping 3-dan (Ch. Taipei) by resig.; O Meien 9-dan (Ch. Taipei) (W) b. Hane Naoki 9-dan (Japan) by 2½.

Round 2 (18 Sept., Taipei)

O Rissei (B) b. Kato by 1½; Yi (W) b. Cho U by 4½; Yamashita (B) b. Lin by 2½; Pak (B) b. O Meien by 1½.

Semifinal pairings (date not yet decided)

O vs. Yi; Yamashita vs. Pak.

Korea wins 25th World Amateur Go Championship

After being cancelled last year, the 25th JAL Cup World Amateur Go Championship was held in the city of Kurashiki from 6 to 10 June. Lee Kang Wook of Korea scored his country's third victory in this tournament without dropping a game. He set the seal on victory with a win over the previous champion, Fu Li of China, in the

final round. Second place was taken by the Chinese Taipei representative, Lai Yu-chang, who was the joint leader after five rounds, but lost to Lee in the sixth round. Fu dropped to third place this time. Japan had its worst result ever, dropping to fifth place.

Bernard Helmstetter of France made a great debut in the tournament, taking fourth place with a 6-2 score. This was the best performance by a Westerner.

Lee received a valuable reward for winning the WAGC. Following the precedent set by Korea's previous winners, Kim Chan-wu (20th WAGC) and Yu Chae-seong (21st), he was allowed to become a professional 1-dan at the Korean Ki-in.

The next WAGC will be held in Nagoya as part of Expo 2005.

The top places

- 1st) Lee Kang Wook 7-dan (Korea): 8-0
- 2nd) Lai Yu-chang 7-dan (Chinese Taipei): 7-1
- 3rd) Fu Li 8-dan (China): 6-2
- 4th) Bernhard Helmstetter 5-dan (France): 6-2
- 5th) Nakazono Seizo 8-dan (Japan): 6-2
- 6th) Xianyu Li 6-dan (Canada): 6-2
- 7th) Tong Ling Ying 5-dan (Hong Kong China): 6-2
- 8th) Ted Ning 7-dan (USA): 6-2
- 9th) Laurent Heiser 6-dan (Luxembourg): 6-2
- 10th) Radek Nechanicky 6-dan (Czechia): 5-3.

China wins King of the New Stars play-off

Compared to other international tournaments, China has done quite well against Korea in this annual play-off and has now taken an overall lead, four victories to three, thanks to a 2-0 win by Qiu Jun 6-dan over An Cho-yeong 8-dan of Korea in the 7th play-off.

The results:

- Game 1 (25 June). Qiu (W) by resig.
Game 2 (26 June). Qiu (B) by resig.

Previous results are listed on page 3 of GW99.

Gu Li wins China-Korea Tengen play-off

Unlike the previous title, this one has been dominated by Korea, perhaps because Yi Ch'ang-ho was the Korean representative for the first four years, but, thanks to Gu Li 7-dan, China is starting to catch up. Last year he beat Song T'ae-kon 4-dan 2-0 and this year he beat another formidable young Korean player, Ch'oe Ch'eol-han 8-dan, so China has now won three out of eight.

The results:

Game 1 (10 Aug.). Gu (B) by resig.
 Game 2 (12 Aug.). Ch'oe (B) by resig.
 Game 3 (13 Aug.). Gu (W) by resig.

The games were played at Kyongju in Korea. Below is a list of previous play-offs. Incidentally, 'Tengen' is 'Tianyuan' in Chinese and 'Chunweon' in Korean.

- 1 (1997). Yi Ch'ang-ho 9-dan (Korea) beat Chang Hao 8-dan (China) 2-1.
- 2 (1998). Yi beat Chang 2-0.
- 3 (1999). Yi beat Chang 2-0.
- 4 (2000). Yi beat Chang 2-0.
- 5 (2001). Chang beat Yi Se-tol 3-dan 2-0.
- 6 (2002). Pak Yeong-hun 3-dan (Korea) beat Huang Yizhong 6-dan (China) 2-1.
- 7 (2003). Gu Li 7-dan (China) beat Song T'ae-kon 4-dan (Korea) 2-0.
- 8 (2004). Gu beat Ch'oe Ch'eol-han 8-dan (Korea) 2-1.

Current international champions

4th Ing Cup: Yi Ch'ang-ho (Korea)
 1st Toyota & Denso Cup: Yi Ch'ang-ho
 17th Fujitsu Cup: Pak Yeong-hun (Korea)
 8th Samsung Cup: Cho Chikun (Japan)
 4th Chunlan Cup: Yi Ch'ang-ho
 8th LG Cup: Yi Ch'ang-ho
 16th TV Asia Cup: Yu Bin (China)
 2nd Cheongkwanjang Cup: Pak Chi-eun (Korea)
 5th Nong Shim Spicy Noodles Cup: Korea
 3rd CSK Cup: China

Most world championships won

19: Yi Ch'ang-ho (+ 2 invitationals)
 11: Cho Hun-hyeon
 6: Takemiya Masaki, Yu Ch'ang-hyeok
 4: Yoda Norimoto
 3: Yi Se-tol, Yu Bin
 2: Otake Hideo, Ma Xiaochun, O Rissei, Cho Chikun
 1: Kobayashi Koichi, Rin Kaiho, Seo Pong-su, Zhou Heyang, Pak Yeong-hun

(By country) Korea: 41; Japan: 18;
 China: 6

Team championships (Jinro, Nong Shim, Igo Asia/CSK)

Korea: 11 Japan: 1 China: 1

News from Japan**Top title winners**

67: Cho Chikun	48: Otake Hideo
64: Sakata Eio	47: Kato Masao
59: Kobayashi Koichi	35: Rin Kaiho
34: Yoda Norimoto	

Cho U defends Honinbo title

Cho U has made his first successful defence of the Honinbo title, defeating the player who is establishing a dynasty in the Meijin title, Yoda Norimoto. The match was closer than the 4-2 result might seem to indicate, as the opening and closing games were both half-point decisions that favoured the defending champion. Yoda actually played very well in the match, but in a couple of games he may have been let down by his characteristic optimism: he tends to relax when he takes the lead. Be that as it may, Cho U also played very well, and one gets the feeling he may have settled in for a long reign as Honinbo. His results in Japanese tournaments are outstanding, and overall he is probably the most dominant player at present.

Full results:

Game 1 (7, 8 May). Cho U (W) won by ½.
 Game 2 (24, 25 May). Cho (B) by resig.
 Game 3 (31 May, 1 June). Yoda (B) by resig.
 Game 4 (17, 18 June). Cho (B) by 7½.
 Game 5 (24, 25 June). Yoda (B) by resig.
 Game 6 (8, 9 July). Cho (B) by ½.

Yoda defends Gosei title

Despite a bad start to the title match, Yoda Norimoto rebuffed the challenge of Yamada Kimio 8-dan for the 29th Gosei title match with three successive wins.

The results:

Game 1 (29 June). Yamada (W) by ½.
 Game 2 (15 July). Yoda (W) by resig.
 Game 3 (26 July). Yoda (B) by resig.
 Game 4 (12 Aug.). Yoda (W) by 4½.

Cho U challenges for Meijin title

The 29th Meijin title is a replay of the Honinbo title match, though with the roles of defender and challenger reversed. It's too early to make any predictions, but Yoda seems to save his best go for this title, so no one will bet against his chances of earning the Honorary Meijin title with his fifth win in a row. Appropriately, he took revenge for two half-point losses

29th Meijin league (4 December 2003 to 5 August 2004)

Title-holder: Yoda Norimoto

Rank	Player/opponent	YK	RK	CU	OR	CC	OM	KS	IT	YK	Score
4	Yamashita Keigo	—	1	1	0	1	1	0	0	0	4 - 4
—	Rin Kaiho	0	—	0	0	1	0	1	1	0	3 - 5
1	Cho U	0	1	—	1	1	0	1	1	1	6 - 2
—	O Rissei	1	1	0	—	0	1	0	0	0	3 - 5
—	Cho Chikun	0	0	0	1	—	0	0	0	0	1 - 7
5	O Meien	0	1	1	0	1	—	0	0	1	4 - 4
1	Kobayashi Satoru	1	0	0	1	1	1	—	1	1	6 - 2
3	Imamura Toshiya	1	0	0	1	1	1	0	—	1	5 - 3
6	Yamada Kimio	1	1	0	1	1	0	0	0	—	4 - 4

Play-off (9 August): Cho U beat Kobayashi Satoru.

in the Honinbo title match with a half-point win in the opening game. So far, Black has won all the games in the title match; the first player to win with white will have a big advantage.

There was a very suspenseful ending to the league. Right at the end, Kobayashi Satoru had gone out in front, ending on 6-2, but Cho U, who played his final-round game a couple of weeks later, managed to catch up. Cho then won the play-off, held on 9 July. This must have been very disappointing for Kobayashi: he had lost his first two games, then won six in a row. In Cho's final game, his opponent, Cho Chikun, had taken a clear lead, so Kobayashi must have been confident he would be the challenger, but then Cho Chikun blundered the game away.

Incidentally, for the first time ever, the three newcomers to the league all kept their places. This follows the even more radical shaking-up of the status quo in the Honinbo league, when the four newcomers ejected the four previous members. No one begrudges the younger generation their success, but it's sad to see such stalwarts as Rin Kaiho, Cho Chikun and O Rissei drop out.

Play-off to decide the challenger

(9 July) Cho (B) beat Kobayashi Satoru by 2½.

Results to date:

Game 1 (9, 10 September). Yoda (B) by ½.

Game 2 (22, 23 Sept.). Cho (B) by 3½.

Game 3 (29, 30 Sept.). Yoda (B) by resig.

First father-daughter clash

On 29 July, the Losers' Section of the 43rd Judan tournament witnessed the first-ever clash between father and daughter in professional go when Kobayashi Koichi 9-dan was matched against his daughter Kobayashi Izumi. Koichi managed to assert his parental authority, but not

before Izumi gave him a scare with a fierce wedge tesuji that led one of the spectators, Takemiya Masaki, to comment that the game was over. Koichi tided over that attack, but was visibly relieved when he picked up a win.

Cho Chikun wins 67th title

Cho Chikun is by no means a spent force. On 14 August, he defeated Mimura Tomoyasu in the final of the 2nd JAL Haya-go title and extended his title tally to 67.

Yamashita to challenge for Oza & Tengen titles

Yamashita Keigo hasn't had a good time after losing his Kisei title, having lost almost as many games as he has won, but there are signs that he is regaining form. In the play-off to decide the challenger for the 52nd Oza title, held on 30 August, he defeated his nemesis of last year, Yoda Norimoto Meijin. This will be his first Oza challenge and his first match with Cho U. The best-of-five starts on 29 October.

Exactly one month later, on 30 September, Yamashita also won the play-off to decide the challenger for the 30th Tengen title. Playing black, he beat Kim Shujun 7-dan by 8½ points. He will undoubtedly welcome the chance to have another crack at Hane Naoki Tengen. The first game will be played on 4 November.

Mizokami wins King of the New Stars

Former WAGC champion Sakai Hideyuki 6-dan has provided plenty of evidence that his decision to give up his medical career in favour of professional go was well judged. In the last couple of years, he has been one of the most successful players at the Kansai Ki-in, winning a place in this year's Toyota & Denso Cup, for

29th Kisei A League (10 June to 7 October 2004)

Place	Player/Opponent	YK	OM	MT	YN	MG	RS	Score
1	Yamashita Keigo 9-dan	—	1	1	0	1	1	4-1
3	O Meien 9-dan	0	—	1	1	1	0	3-2
4	Mimura Tomoyasu 9-dan	0	0	—	0	1	1	2-3
2	Yoda Norimoto Meijin	1	0	1	—	1	1	4-1
—	Miyazawa Goro 9-dan	0	0	0	0	—	0	0-5
—	Ryu Shikun 9-dan	0	1	0	0	1	—	2-3

29th Kisei B League (3 June to 7 October 2004)

Place	Player/Opponent	CC	OR	CU	IY	KS	YS	Score
—	Cho Chikun, 25 th Honinbo	—	0	0	1	1	0	2-3
2	O Rissei Judan	1	—	0	1	0	1	3-2
3	Cho U Honinbo	1	1	—	1	0	0	3-2
—	Imamura Yoshiaki 8-dan	0	0	0	—	0	0	0-5
4	Kobayashi Satoru 9-dan	0	1	1	1	—	0	3-2
1	Yuki Satoshi 8-dan	1	0	1	1	1	—	4-1

example. Sakai had just played in his first title match; he got off to a good start, but then his opponent, Mizokami Tomochika 7-dan, evened the score, then took the final game. This is Mizokami's third title.

Game 1 (15 Sept.). Sakai (W) by 5½.

Game 2 (30 Sept.). Mizokami (W) by ½.

Game 3 (6 Oct.). Mizokami (W) by ½.



Chinen: hoping for a comeback

Chinen challenges for Women's Honinbo

Chinen Kaori 3-dan has been one of the most successful women players in the last decade, winning the Women's Honinbo title from 1996 to 1998 and the Women's Kisei from 2000 to 2003. On 3 September, she won the play-off to

decide the challenger to Kobayashi Izumi for the 23rd Women's Honinbo title, so she has a chance to make a comeback. She defeated Izawa Akino (B) by resignation.

The first game of the match was played on 29 September. Taking white, Kobayashi Izumi won by resignation. Incidentally, her husband Cho U was playing in the 3rd Meijin game on the same day — this was the first time ever in Japan (anywhere?) that a husband and wife played title-match games on the same day.

29th Kisei play-off: Yuki vs. Yamashita

Yuki Satoshi 9-dan won the Kisei B League outright, but Yamashita Keigo 9-dan had to rely on his higher rank to prevail over Yoda Norimoto Meijin.

The play-off to decide the challenger to Hane Naoki Kisei will be held in November.

New members of the Honinbo league

There will be three new faces in the 60th Honinbo league: Takao Shinji 8-dan, Han Zenki 6-dan, and So Yokoku 7-dan. The fourth vacant place went to league veteran O Meien 9-dan, who won his way back in immediately after dropping out.

Promotions

To 7-dan: Koyama Shizuo, Maeda Ryoji

To 6-dan: Noguchi Hitoshi

To 5-dan: Hotta Seiji
To 3-dan: Mito Yukari

Kato confirmed as Nihon Ki-in chairman

In our previous issue, we reported that Kato Masao 9-dan had become Acting Chairman of the Nihon Ki-in Board of Directors. On 8 June, he was confirmed in the post, making him the fifth active player, after Segoe Kensaku, Iwamoto Kaoru, Hasegawa Akira, and Sakata Eio, to head the board. However, he is the first player who is still active on the front lines. On 5 June, he was also elected President of the International Go Federation.

Towards the end of June, Kudo Norio 9-dan was elected as a Vice President.

On 13 July, the board elected one of its members, Imai Takashi, as President of the Nihon Ki-in. This is a post that is not always filled, and Imai is only the eighth president in the Nihon Ki-in's 80-year history. He is a former president of New Japan Steel and the powerful business organization Keidanren (Federation of Economic Organizations). He joined the Nihon Ki-in board in 2000.

Obituaries

Sato Sunao 9-dan

Sato Sunao of the Kansai Ki-in died of old age on 8 July. Born on 15 February 1924, he was a disciple of Hosokawa Chihiro (or Senjin). He became 1-dan in 1939 and 9-dan in 1963. He played in one Honinbo and one Meijin league.

Naganuma Makoto 8-dan

Naganuma Makoto died on 8 September. A disciple of Seo Hisashi 9-dan, he became a professional in 1950 and reached 7-dan in 1988. He retired in 2001 and was promoted to 8-dan.

News from Korea

Yi Ch'ang-ho wins 38th Wangwi title

Yi Ch'ang-ho has now won the Wangwi title nine years in a row, matching the record set by Cho Hun-hyeon. In this year's title match, he faced the challenge of Yi Se-tol, who was seeking revenge for the 2-3 rebuff of his challenge two years ago, but the latter lost by the same margin again. Incidentally, white won every game of the match.

Game 1 (17 July). Se-tol (W) by 3½.

Game 2 (20 July). Ch'ang-ho (W) by resig.
Game 3 (26 July). Se-tol (W) by resig.
Game 4 (4 Aug.). Ch'ang-ho (W) by resig.
Game 5 (17 Aug.). Ch'ang-ho (W) by resig.

Telecasting of *Hikaru no go* starts in Korea

The popular Japanese comic book and cartoon *Hikaru no go* apparently has fans in Korea, too. Telecasting of the cartoon, which is known in Korea as 'The Ghost King of Go', started earlier this year and is proving popular.

News from China



Comeback for a veteran?

Nie reaches Mingren play-off

Nie Weiping, China's superstar of the 70s and 80s, has been lying low in recent years, but he has surfaced in the 17th Mingren tournament. In the semifinal, held on 22 June, he defeated Shao Weigang 9-dan, so he will meet Gu Li 7-dan in the play-off to decide the challenger to Qiu Jun.

Nie was also invited by the sponsors to play in the 9th Samsung Cup, his first appearance in an international tournament for a while.

Gu Li wins TV tournament

Gu Li 7-dan defeated Yu Bin 9-dan in the final of the Zhaoshang Bank Cup, a TV fast-go tournament, on 2 May, thus securing his fourth current title. This is the first we have heard of this tournament, though it is in its third year.

Rating update

Here is the latest rating update. We don't have a date for it, but perhaps it's mid-2004.

- | | |
|----------------------|-------------------|
| 1. Gu Li: 2731 | 2. Kong Jie: 2720 |
| 3. Wang Lei: 2679 | 4. Hu Yaoyu: 2677 |
| 5. Zhou Heyang: 2665 | 6. Yu Bin: 2658 |

7. Chang Hao: 2635 8. Wang Xi: 2634
9. Ding Wei, Qiu Jun: 2628

News from Taiwan



Zhou Junxun

Zhou wins 3rd Tianyuan title

This is a best-of-five title with the same name as the Japanese Tengen and Chinese Tianyuan titles. It is sponsored by the Minsheng (People's Life) newspaper and the Taiwanese Ki-in Culture Foundation. First prize is 50,000 yuan and second is 20,000. The time allowance is 3½ hours per player and the komi equivalent to 6½ points.

As this is our first report on this tournament, we would like to recap its history. The inaugural title match in May 2002 was won by Chen Yong-an 5-dan, who beat Xia Daming (who is not listed as a professional) 3–1. In May of the following year, Chen lost the title 0–3 to Lin Zhihan 3-dan.

This year, Taiwan's only locally based 9-dan, Zhou Junxun, challenged Lin and took the title 3–1. The results were as follows:

- Game 1 (1 May). Zhou (B) by resig.
Game 2 (23 May). Lin (B) by resig.
Game 3 (29 May). Zhou (B) by 11½.
Game 4 (31 May). Zhou (W) by 7½.

Book notice

Dictionary of Basic Fuseki

An important new translation that readers may be interested in has been published by Yutopian Enterprises. It is Volume 1 of a projected 4-volume English version of the Nihon Ki-in's *Dictionary of Basic Fuseki*. This is a sis-

ter publication to the *Dictionary of Basic Joseki*, issued in three volumes by the Ishi Press in 1977 and subsequently reprinted by Kiseido.

The fuseki dictionary is an outstanding survey of fuseki patterns first published in 1978. The translation is of the updated 1996 edition. Volume 1 covers the *nirensei* and *sanrensei* (two and three star point stones in a row on one side) and diagonal openings. The format of the book is to describe the evolution of the opening, with many examples, and to analyse a number of games in detail so that one can understand the aims and methods of each opening variation. This makes it possible for the reader to gain an in-depth understanding of the different opening patterns.

We look forward to the publication of the subsequent volumes. (JP)

Go World 100th Issue Commemorative Quiz: Answers

Below are the answers to the quiz in GW100. GoGoD CDs have been sent to the successful respondents.

1. A. Otake.
2. A. Cho Hun-hyeon hums Japanese folk songs.
3. B. 46 hours.
4. C. Ninomiya Hideko beat Chino Tadahiko in 1983 (answer Komatsu Hideko also accepted).
5. C. The Kansai Ki-in.
6. B. Cho Chikun (36th term).
7. C. Joan Fontaine, daughter of Walter de Havilland (and sister of Olivia).
8. C. Shusai.
9. E. The Netherlands.
10. A. Manfred Wimmer at the Kansai Ki-in.
11. B. William Pinckard.
12. B. Nie Weiping for his Japan–China Supergo exploits.
13. 0. All played.
14. A. Kajiwara Takeo.
15. C. Issue 23.
16. A. Iyomoto Momoichi.
17. C. Snow board.
18. A. Cho Hye-yeon.
19. 2. Confucius and Mencius.
20. This question was a little ambiguous. Iwamoto *won* a place in the 13th Yomiuri league when he was 71 and was 72 when he actually played in it. However, Hashimoto Uтарo played in the 5th Asahi league at the age of 73, which was his 7th league appearance in a row. In a sense, he *won* his place in the 5th league by doing well in the 4th, when he was 72.

Both answers were accepted.

The 8th LG Cup: Yi Ch'ang-ho vs. Mok Chin-seok

Commentary by Michael Redmond 9-dan

Inside Korea, some go fans have been starting to say that Yi Ch'ang-ho has passed his peak even though he is still under 30. This is perhaps understandable in view of the emergence of teenaged rivals who have put a big dent in his domination of the domestic scene. On the international stage, however, Yi is as formidable as ever. His victory in this title match gave him four of the six world individual titles: the Ing Cup, Chunlan Cup, Toyota & Denso Cup, and the LG Cup. Only the Fujitsu Cup and the Samsung Cup were in other hands.

In this final, Yi won his games with black in such convincing fashion that he seemed almost invincible with the first move, so Michael Redmond focusses more on the games in which he had white.

The game reports are all by Ise Eisuke.

Game One: Mok shows his strength

White: Yi Ch'ang-ho 9-dan (Korea)

Black: Mok Chin-seok 7-dan (Korea)

Komi: 6½; time: 3 hours each.

Played in Kwangju on 9 March 2004.

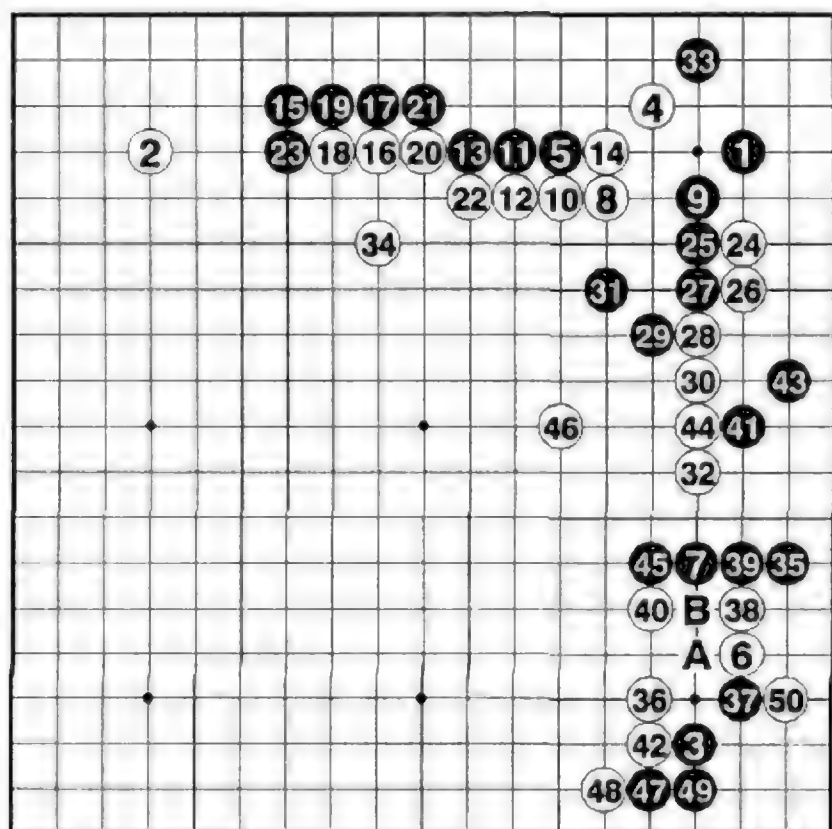
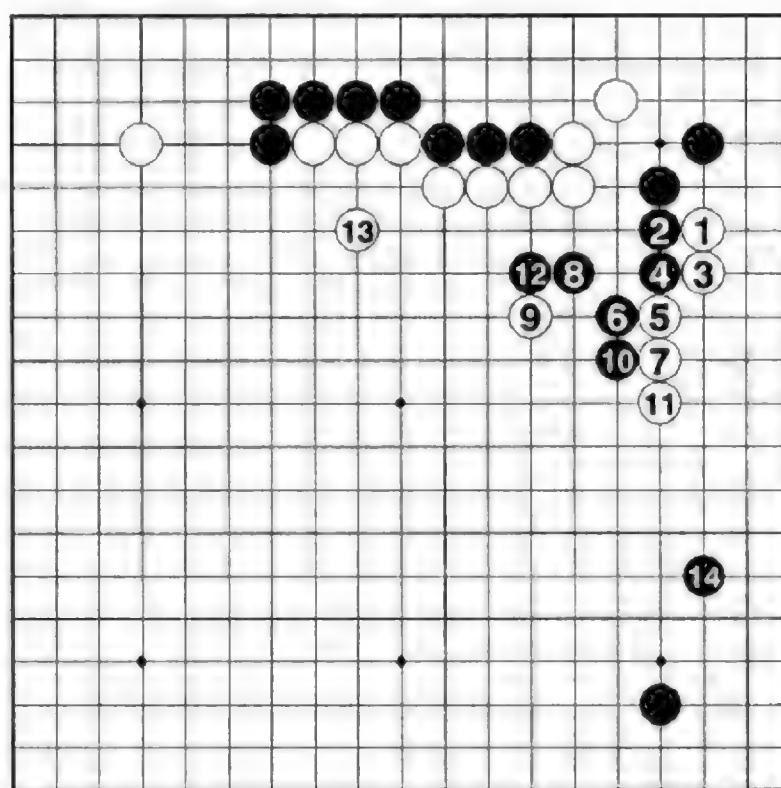


Figure 1 (1-50)

Figure 1 (1-50). A very popular opening

The one-space high-pincer fuseki with 5 and 7 is enjoying great popularity in Korea at present. The sequence from 8 to 23 is firmly established as a joseki.

Then 24 — it's apparently considered slack if White doesn't go this far. In the semifinal of last year's Fujitsu Cup, Yi played exactly the same sequence, except for the 6-7 exchange, against Song T'ae-kon [see GW99, page 32]. In that game also White played 1 in *Dia. 1*, and the moves to 13 followed. At this point, the formation of 14 is good for Black, which is why White nearly always makes the exchange of 6 for 7 in the figure in advance.



Dia. 1

When White presses at the vital point of 24, Black must poke his head out with 25 to 31. Even after 33, the upper right corner group is not yet completely secured. White 24 shows the rigorousness of the Korean way of looking at eye shape.

Black 35 is another perilous move. Black A-White 38-Black B would be peaceful, but Mok presumably considered it slack.

White blocks at 42 while Black menaces the white group above with 41 and 43.

Figure 2 (51-100). Yi's dubious strategy

Black 55 is an impressive concept. Black is asserting that the white group doesn't yet have definite eye shape. In making the bottom right white group move out, Black is seeking an opportunity to attack the white group above. If instead Black simply jumped to 57, White would extend to A, and it would not be easy to kill the centre right white group.



Mok Chin-seok

Born on 20 January 1980. Became 1-dan in 1994 and 7-dan in 2003. Won the SK Gas Cup in 1999 and the 19th KBS King of Go in 2000 (beating Yi Ch'ang-ho in the final). Took 3rd place in the 13th Fujitsu Cup (2000) and 2nd place in the 13th TV Asia Cup (2001). Was promoted to 8-dan for his 2nd place in this tournament.

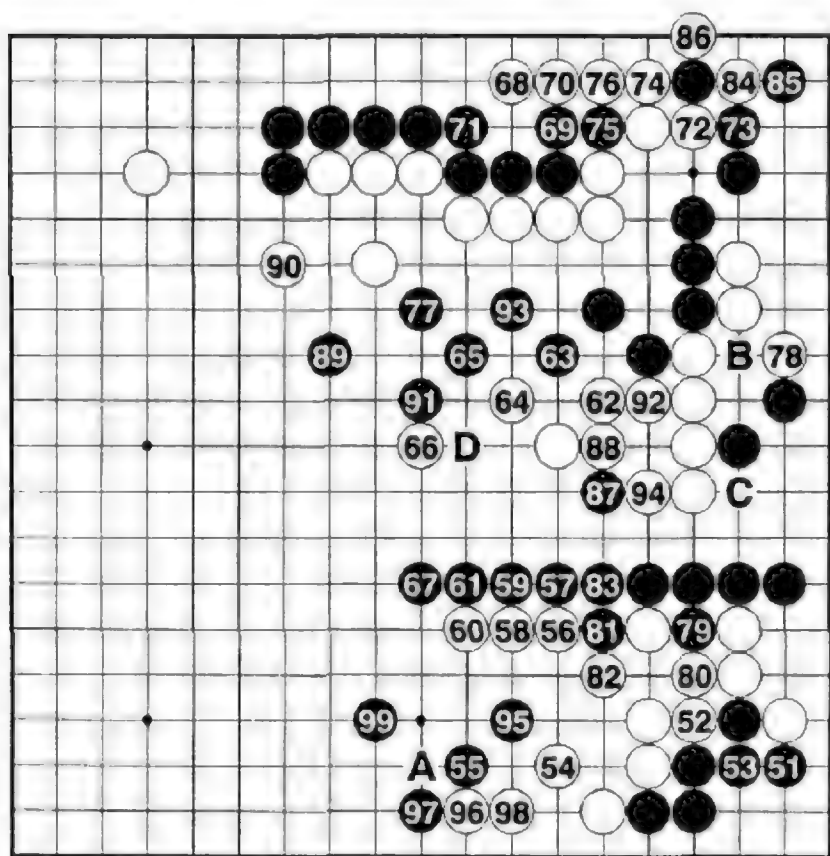
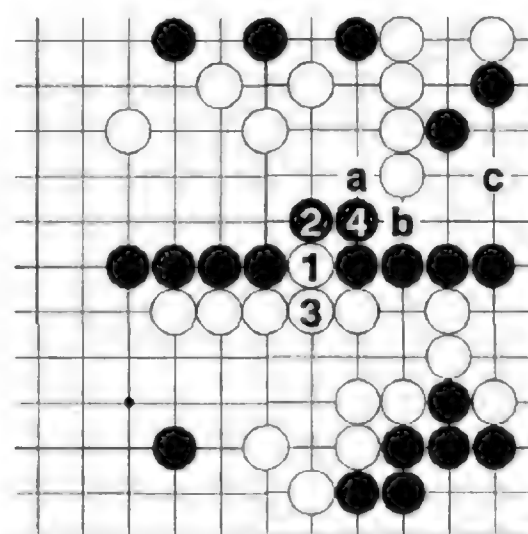


Figure 2 (51-100)

Black 57 to 61 are a leaning attack, threatening the centre right white group. The reader might be wondering about the cut of Black B, but White turns at C, so Black is also cut into two, thus weakening the black group below. Black wants to leave open the option of securing a base on the side by peeping at Black 78.

White moves out into the centre with 62 to 66. When Black extends solidly at 67, White invades at 68, threatening the eye shape of Black's group, but this move seems to be dubious. Black 77 keeps the white groups above and below separated, which makes White thin.

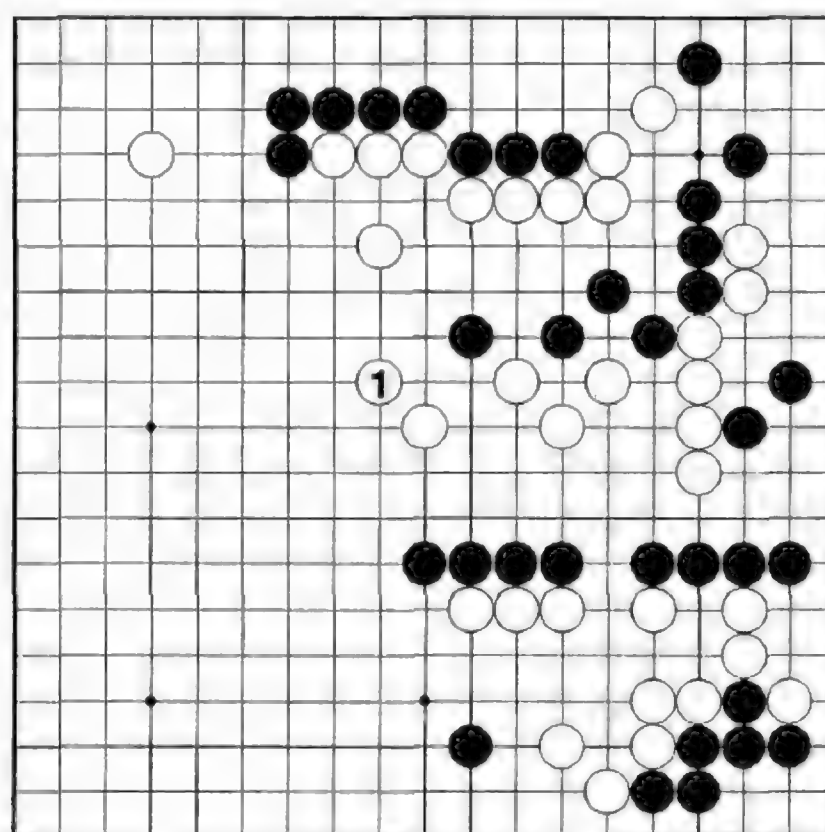


Dia. 2: good for White

White 78 is sente. If Black omits 79 to 83, White 1 and 3 in *Dia. 2* will be disagreeable. This creates perfect eye shape for the white group below. Connecting at 4 in gote is painful; if instead Black made the diagonal connection of 'a', he could aim at splitting White into two, but White would be left with the option of capturing the two stones on the side with White 'b', Black 4, White 'c'.

White 92 and 94 are patient moves, typical of Yi. White doesn't have definite eye shape on the right side, so White is constrained in his options while he is left with the gap in his position where Black can cut with D. That's why he makes certain of eye shape for his group, but there's no getting around the fact that he has played a one-point move in the middle game. If he weren't Yi Ch'ang-ho, he would be criticized for this strategy.

In retrospect, White should have used 68 to link up with 1 in *Dia. 3*. That would have given him an easier game, I think.



Dia. 3: better for White 68

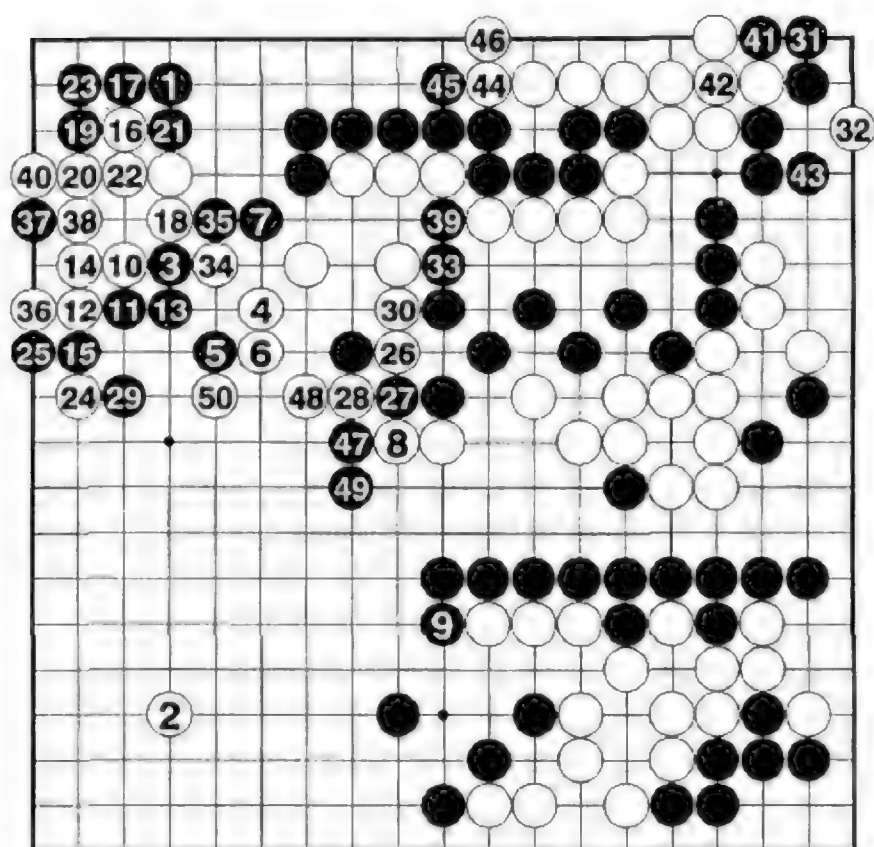
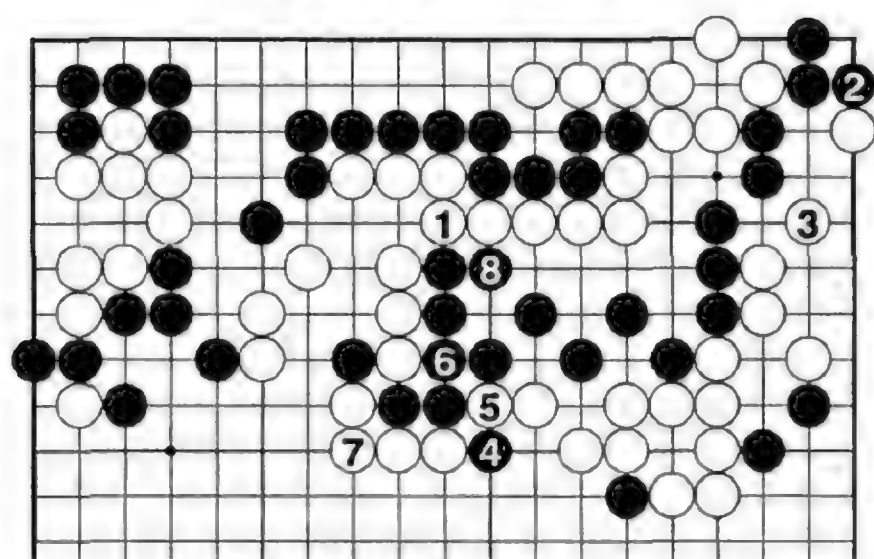
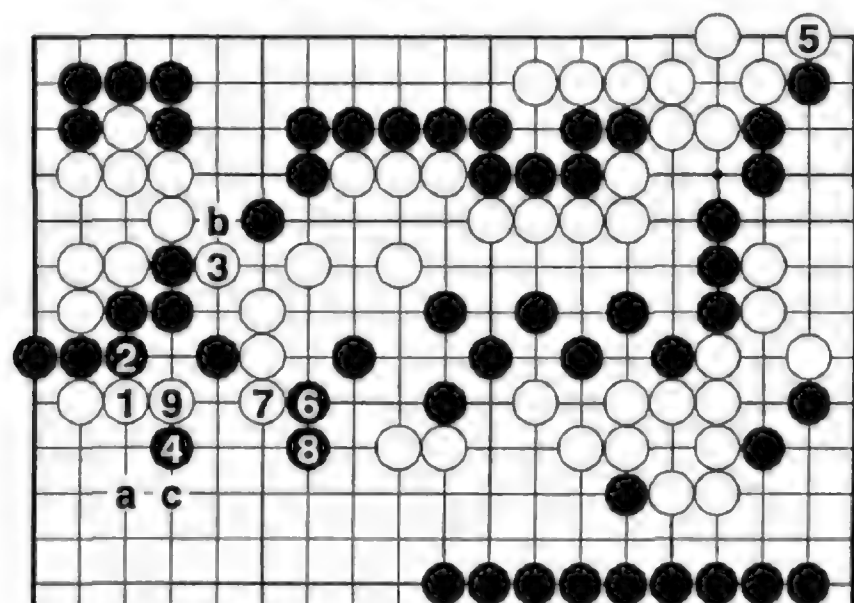


Figure 3 (101-150)



Dia. 4: Black lives



Dia. 5: more of a contest?

Figure 3 (101-150). The losing move

White finally switches to the empty corner with 2, and Black attacks at the top with 3.

Black answers the clamp of 24 by descending at 25; at this point, White could live with his top left group, but he is aiming at Black's large group. However, White 26 is the losing move. Black makes good shape in capturing the white group with 29, on top of which he counters the connection of 30 by living with 31 and 33 — the

game is over. White has no choice but to play 34 at 1 in *Dia. 4*, but Black secures an eye in sente with 2, then makes a second eye with 4 to 8.

Instead of 26, I would have liked to peep with 1 in *Dia. 5*, then play a probe with 3. If Black 4, White 5 stops the black group from making two eyes. If Black moves out with 6 and 8, White 9 is awful for him, so instead Black will try to make eyes in the centre in such a way as not to hurt his side group. White could then jump to 'a'; Black may capture the top left group by cutting at 'b', but White pushes up at 'c', with the implied threat of setting up a capturing race. If White had fought like this, the game would still have been difficult.

I think that White 36 and 38 are timesaving moves. Black 39 is a safety-first move, but if instead he captured the top left group with Black 40 the game would end more quickly.

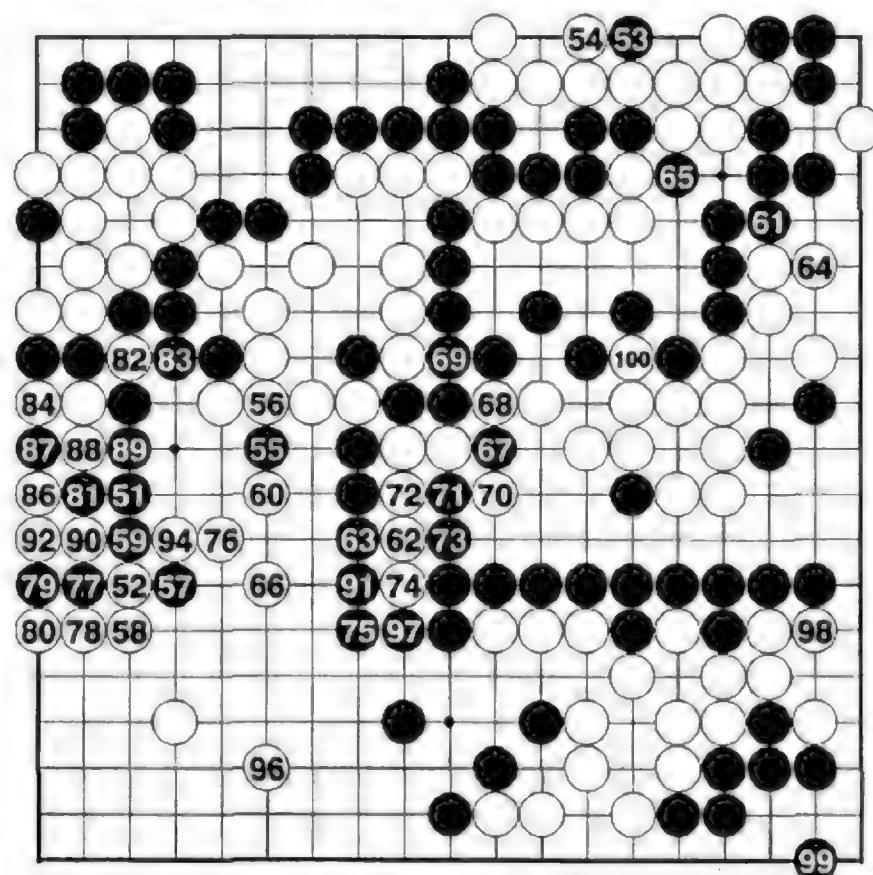


Figure 4 (151-200)

85: connects (at 82); 93: captures;
95: makes two eyes (right of 84)

Figure 4 (151-200). A sure win for Black

White's top left group may have lived because Black played cautiously, but parts of White's centre groups drop off, so Black's lead is definite.

Figure 5 (201-245). Black safely ahead

White secures the bottom left corner territory quite efficiently with 2 and 4, but even so he remains behind.

Despite his nickname of 'divine calculation', not even Yi Ch'ang-ho can pull off an upset in the endgame when the shape has been decided everywhere.

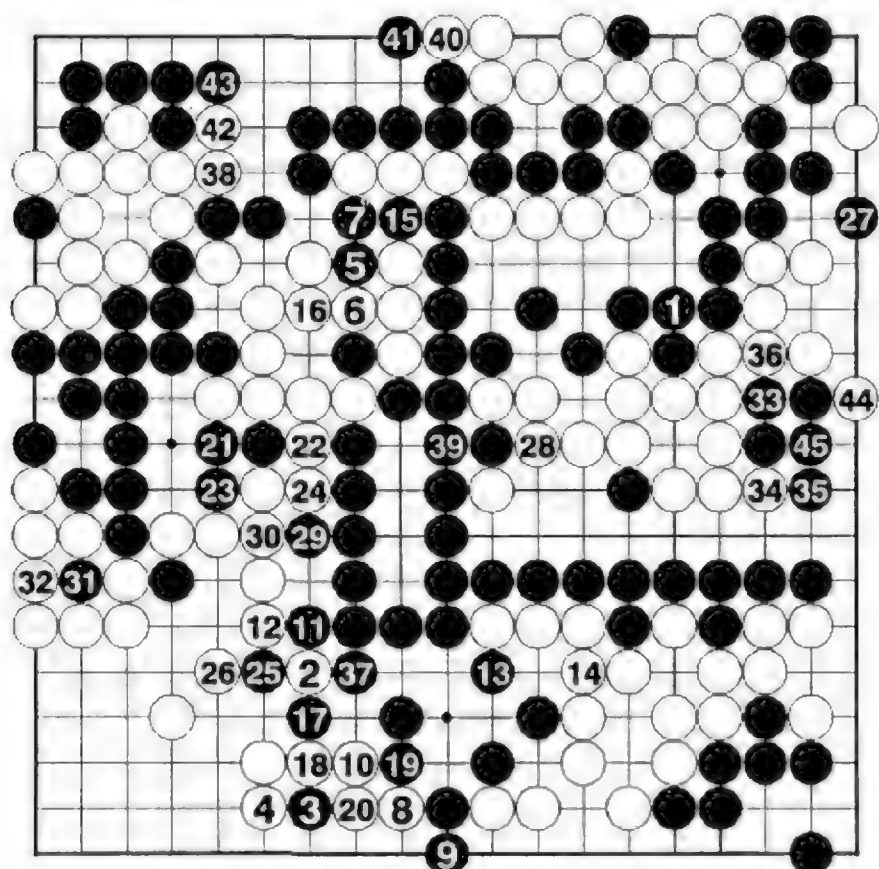


Figure 5 (201-245)

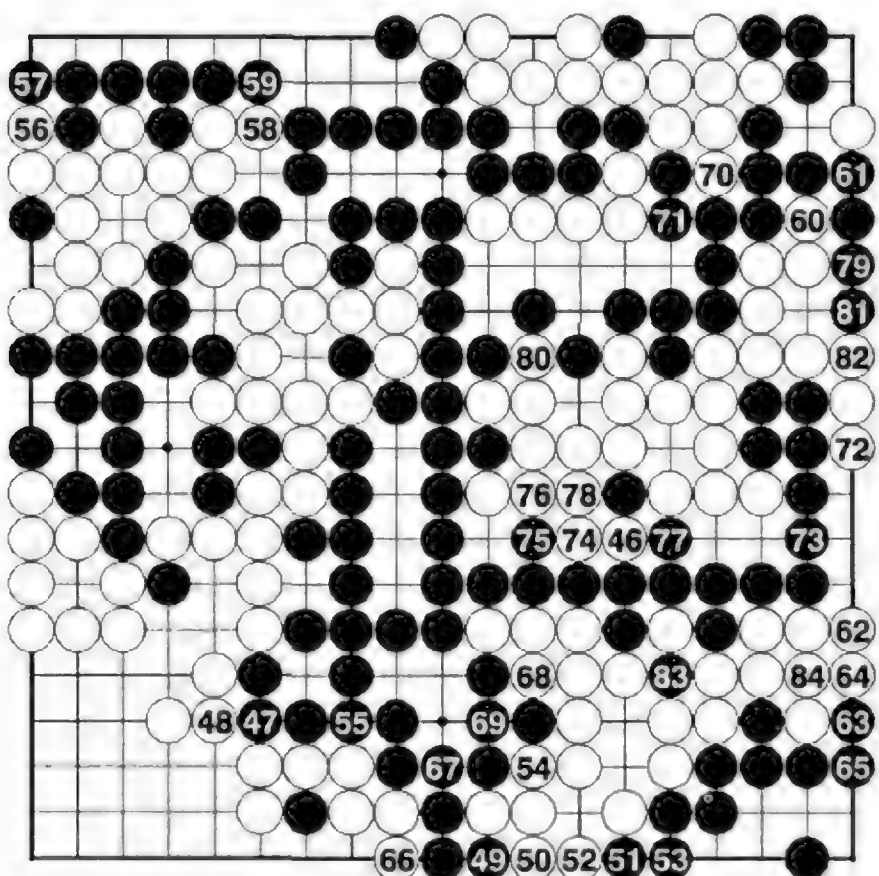


Figure 6 (246-285)
85: connects (above 83)

Figure 6 (246-285). A jinx?

This game was marked by fierce fighting right from the outset. I think that recently Yi Ch'ang-ho plunges in much more severely than he used to. White 68 in Figure 2 is a good example. He is, after all, being influenced by the players around him. Probably he was suffering from some kind of hallucination when he played 26 in Figure 3. Mok's cut at 39 in that figure also was not an inevitable move but probably one played out of cautiousness because he could see a win.

Incidentally, in Korea, where this opening is so popular, fierce fighting starts straight off, so the bottom left corner is left alone until quite late. Apparently, there's also a jinx that the one who

plays first in that corner loses the game. This game was no exception.

Black wins by 3½ points.

Game Two: One slack move is costly

White: Mok Chin-seok

Black: Yi Ch'ang-ho

Played in Kwangju on 11 March 2004.

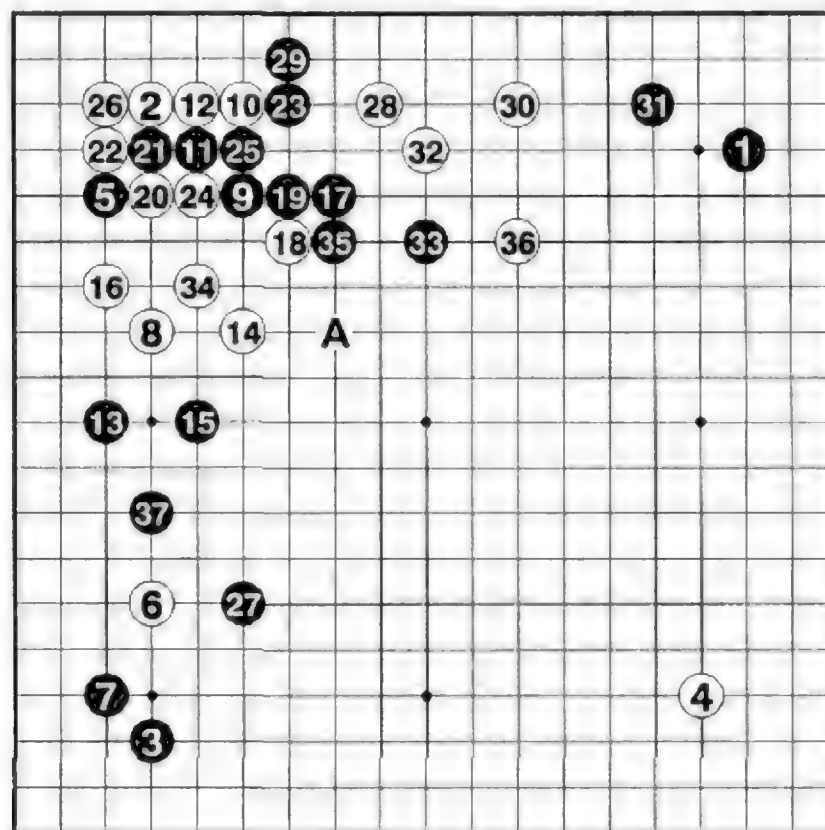


Figure 1 (1-37)

Figure 1 (1-37). White is too persistent.

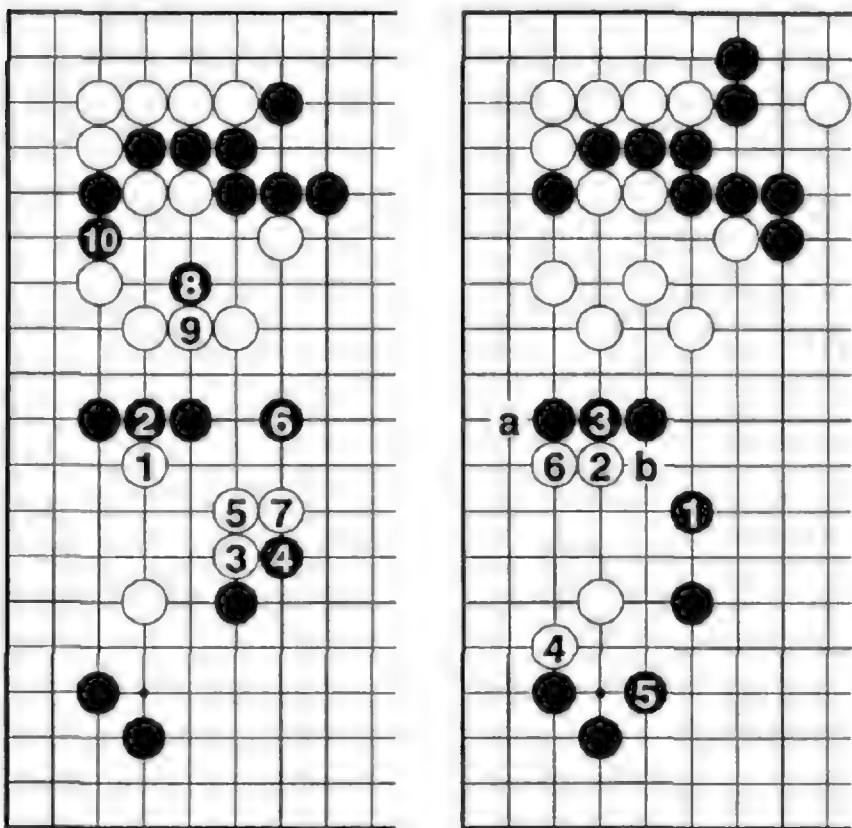
Black 7 takes away the eyes of the approach move of 6; this answer denies White help in looking after his stone. It's a very effective strategy, and I play it myself.

The combination of 20 and 22 following 18 is one way to attack Black, but it seems to be a little dubious, as Black ends up capping at 27. Simply jumping to A instead of 18 would be the usual move.

After 27, moving out with 1 to 5 in *Dia. 1* (next page) would be big, but, when Black makes the connection at 2, the peep of 8 becomes quite a strong threat. If White connects at 9, Black 10 captures two stones, so White collapses.

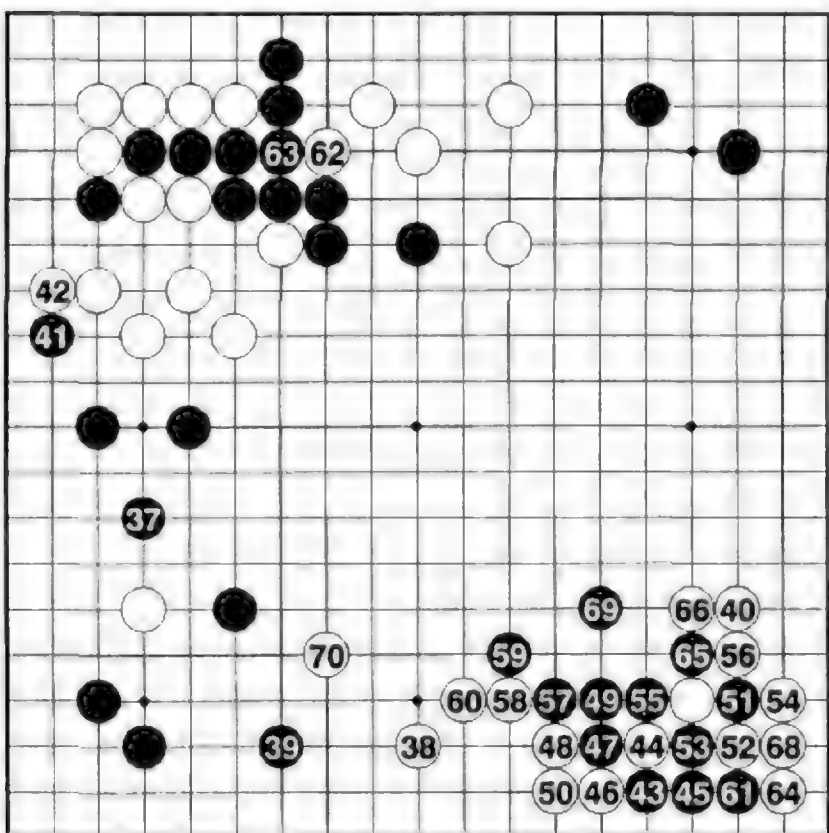
White switches to 28 at the top, as he hopes that the threat of the peep at 8 in the diagram will naturally disappear during his attack on the black group. Therefore, when Black turns at 35 in answer to White 34, one might think that White's strategy has worked out, but White 36 is a little too persistent. He probably should have moved out with 1 to 5 in *Dia. 1*.

Black 37 is a shrewd move; taking control of the white stone at 6 gives Black the lead.



Dia. 1: good for Black

Dia. 2: can't kill



*Figure 2 (37–70) (37 repeated)
67: ko*

Figure 2 (37–70). *Black takes an early lead.*

Black 37. If Black tries to capture on a large scale with 1 in *Dia. 2*, White forces with 2 and 4, then blocks at 6. What with the aji of the hane at 'a' plus connection and the cut after 'b', this group can't be captured. Black 37 may be natural, but still it's a good move.

Figure 3 (71–100). *Black stays ahead.*

This is already a won game for Black.

strength at not leaving behind any chinks or potential complications — for example, in connecting solidly at 85 in *Figure 3* — stands out all the more.

White deserts his endangered bottom group and goes all out at the top, taking aim at Black with 16 and 18, but it really hurts when Black plays 19 and 21. If White connects at 1 in *Dia. 3*, Black 2 makes miai of 'a' and 'b', so Black lives easily. When White escapes with 22 in the game, he stops Black from getting two eyes, but now White is thin in the centre, so Black goes all out with 23.

With 24, White switches back to his bottom group. Instead, he would love to push through with 1 in *Dia. 4*, but Black cuts him off with 2 and 4. White has to add a stone at 5 to live, so Black can press at 6; the white group seems to have no chance of living.

A ko starts in the top right, but White just can't win a ko fight.

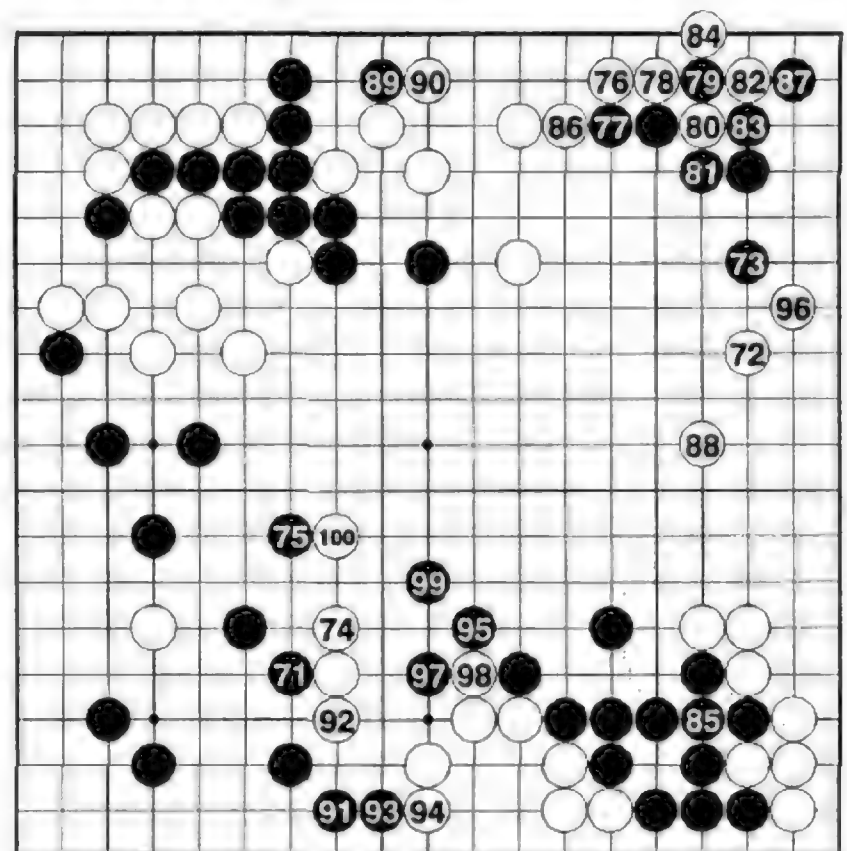
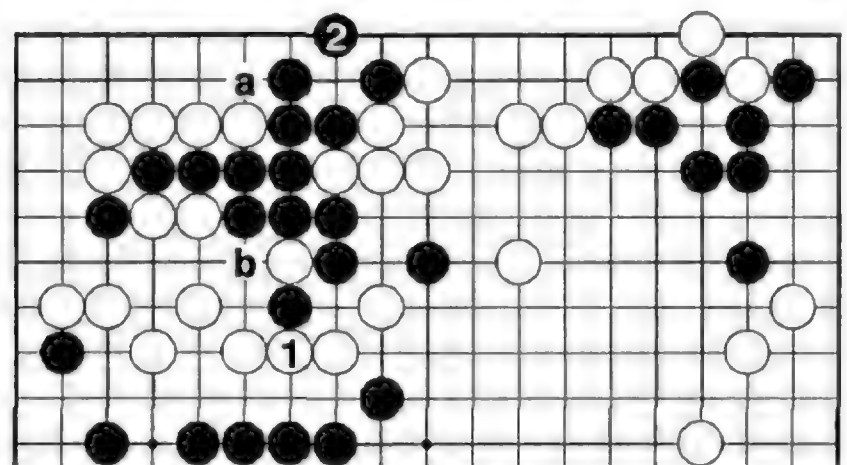


Figure 3 (71–100)



Dia. 3: safe

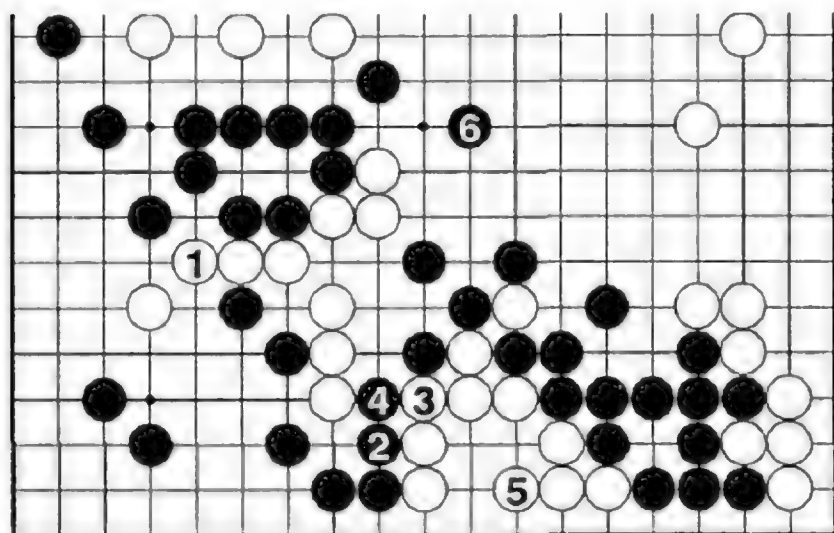
Figure 4 (101–140).

Black's bottom left territory is big, and the white group at the bottom doesn't have definite eye shape, so this is quite a painful position for White. When the game develops like this, Yi's

Figure 5 (141–173). *A one-sided game*

White plays 46 during the ko fight, as having Black use the peep of 46 as a ko threat would be

painful. However, the gap becomes even wider when Black captures at 47.



Dia. 4: captured

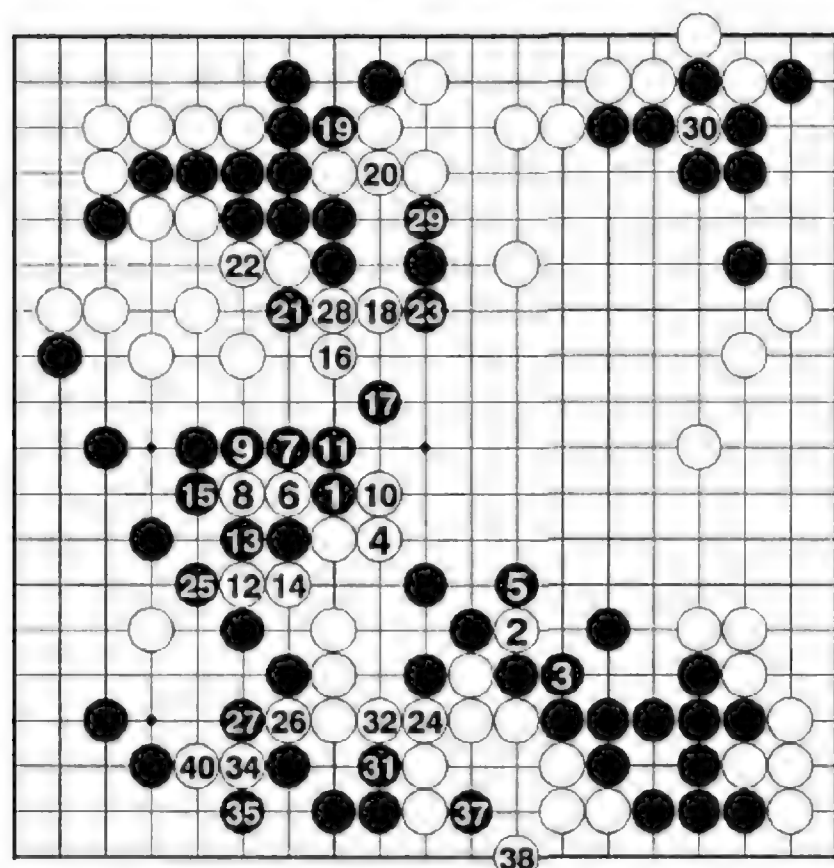


Figure 4 (101-140)
ko: 33, 36, 39

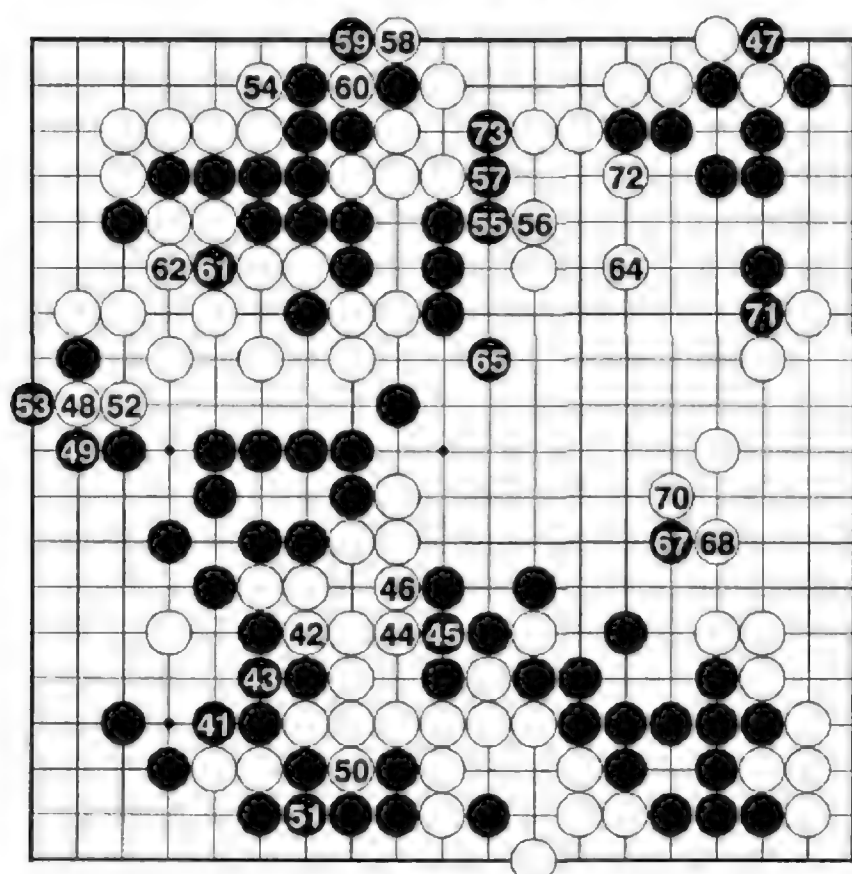


Figure 5 (141-173)
ko: 63, 66, 69

Another ko fight breaks out on the top left. Black delivers the coup de grace with 73.

White resigns after Black 173.

Game Three: Learning the lessons of the first game

White: Yi Ch'ang-ho

Black: Mok Chin-seok

Played in Seoul on 30 March 2004.

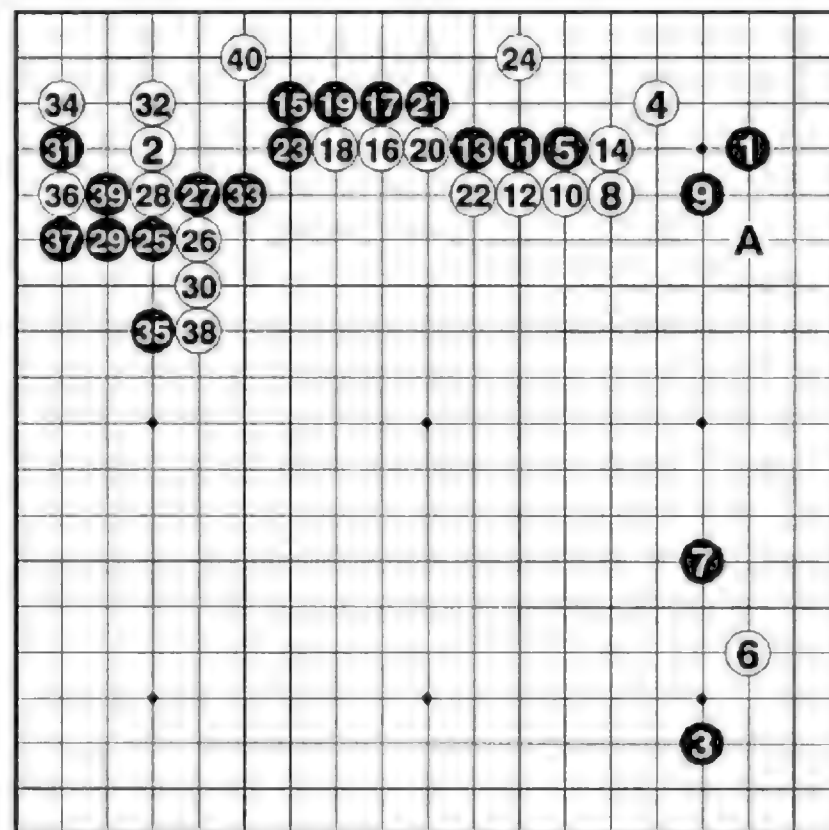
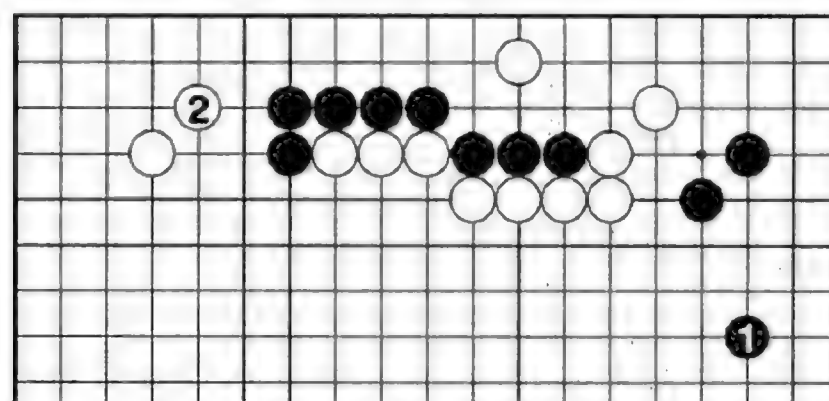


Figure 1 (1-40)



Dia. 1: White applies pressure

Figure 1 (1-40). Yi changes his strategy.

The moves to 23 are exactly the same as in Game 1. In that game, White played the placement of 24 a little too late, and it became a dubious move, but here he plays it at the outset. His aim is to strengthen the white group at the top before playing at A. If Black responds by extending to 1 in *Dia. 1*, White 2 threatens the eye space of the black group at the top.

Black 25. Black wants to attack the top left corner before White plays 2 in the diagram. The sequence from 26 to 37 has appeared in professional play before.

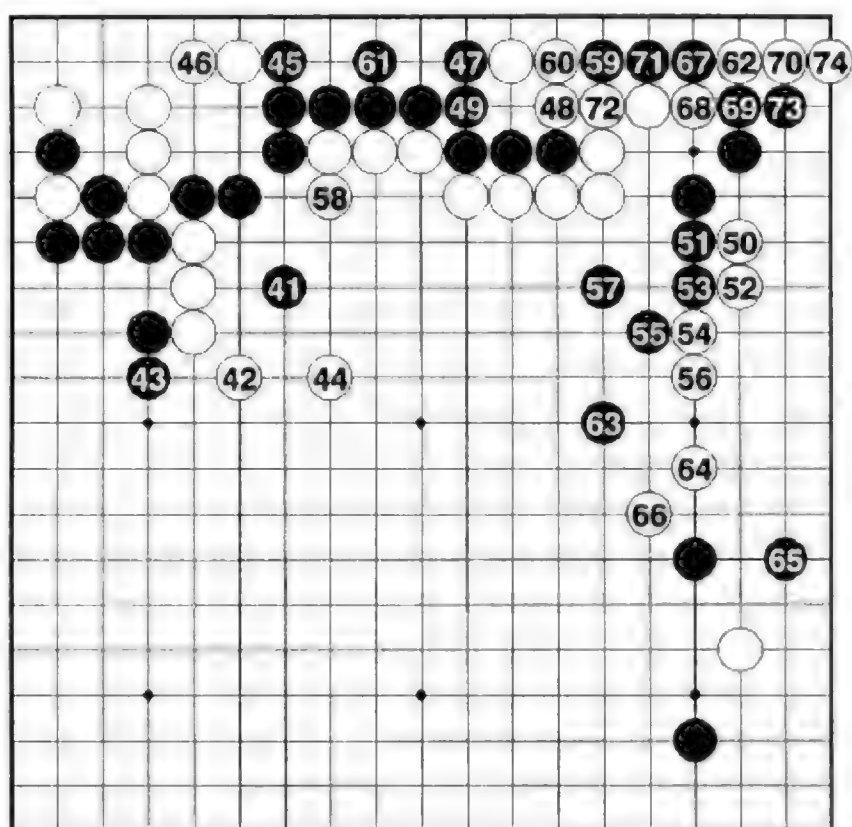
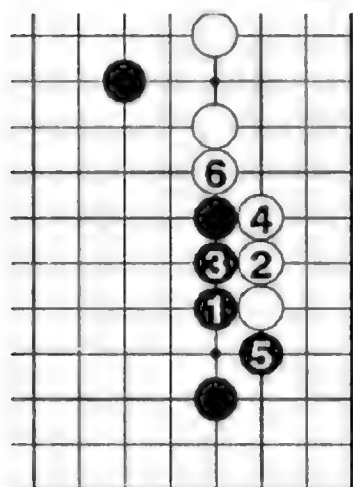
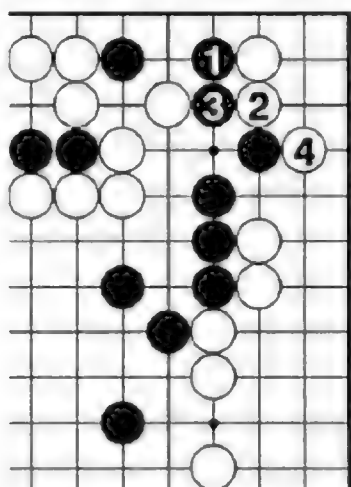


Figure 2 (41-74)



Dia. 2: better



Dia. 3: counter

Figure 2 (41-74). White achieves his aim.

White takes sente and switches to the move at 50 he has been aiming at. Black moves out in the same way as in the first game with 51 etc., but, because his group at the top is stronger than in Game 1, White can slide at 62 in response to Black 57.

Black 65 is also the same as in the first game, but this is, after all, an overplay. Black should have followed *Dia. 2*.

Black 67 makes sure of an eye in gote. Leaving it until later is risky, as White might counter as in *Dia. 3*. However, 67 incurs a major loss of territory up to 74.

Figure 3 (75-100). White takes control.

Countering the peep of 85 with 86 and 88 shows good judgement. Black seems to get a lot of territory with 89, but, as we see later, White has endgame play against it, so this territory is nothing special. Sacrificing two stones to take control of the right side with 90 gives White the lead. Black 65 was, after all, an overplay.

Black 91. Starting the ko in the corner imme-

diately is dubious. Black has ko threats on the right side, but White has plenty of adjacent ko threats. It's very hard for Black to win this ko.

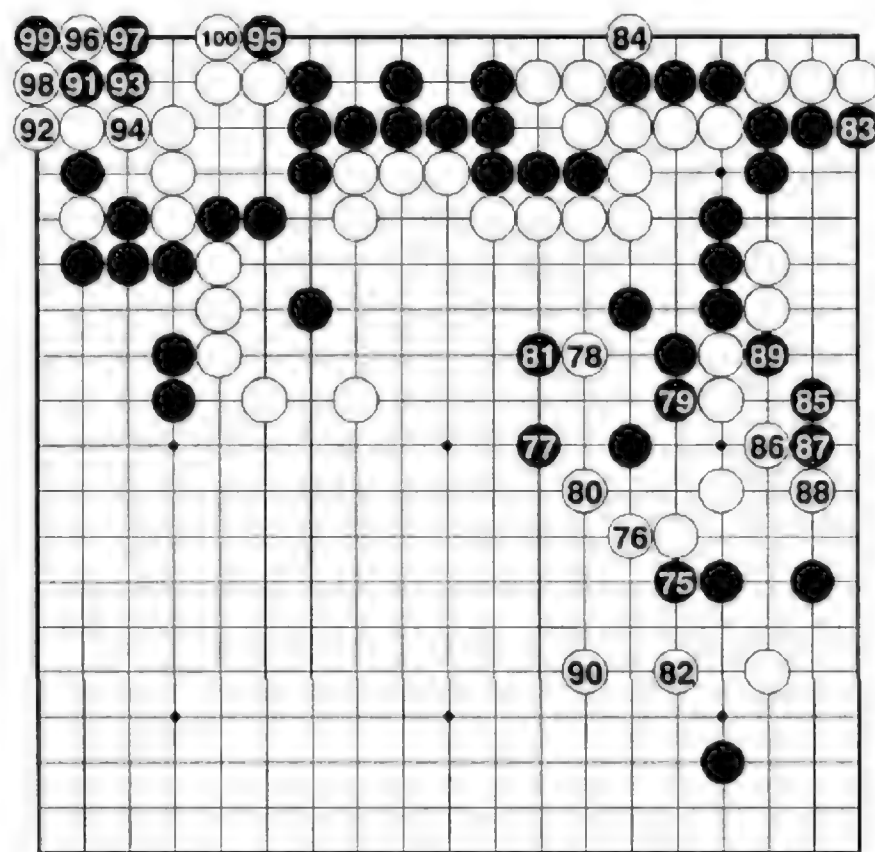


Figure 3 (75-100)

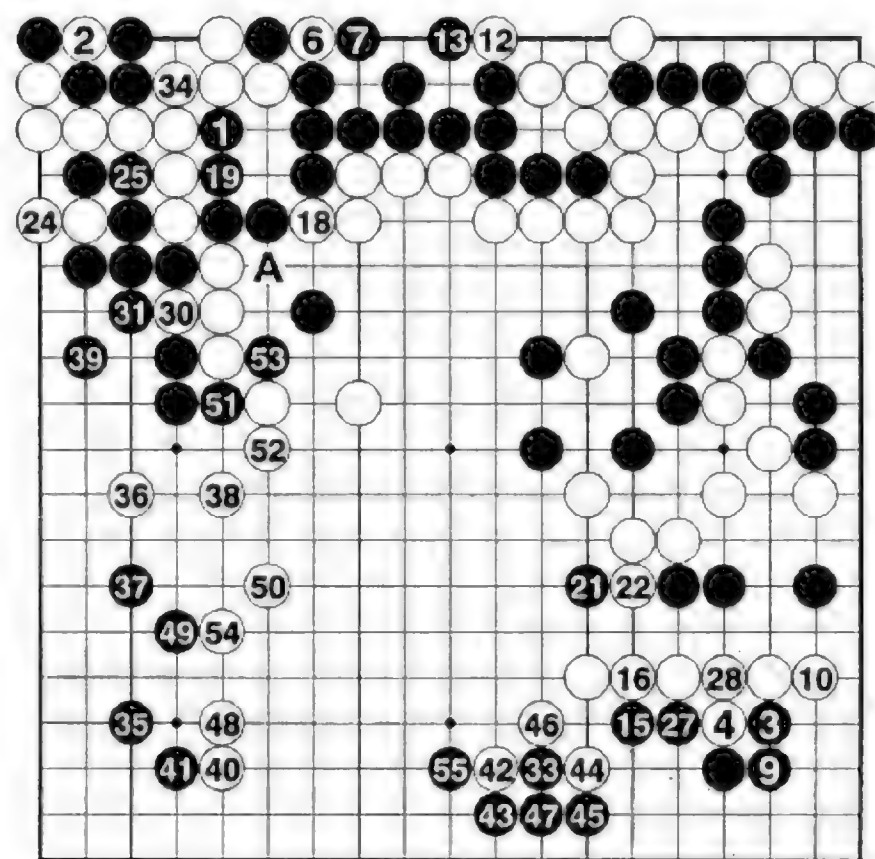
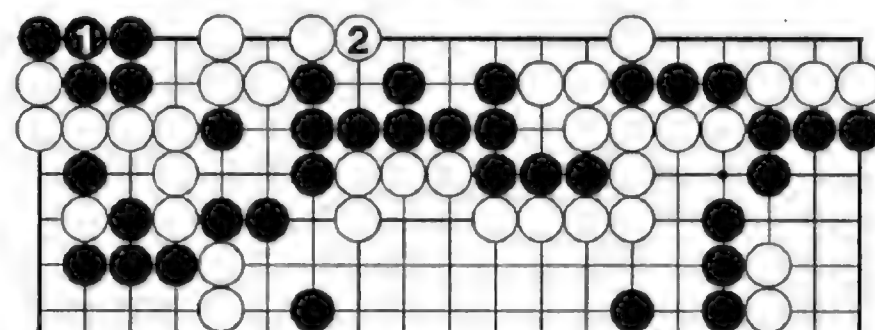


Figure 4 (101-155)

ko: 5, 8, 11, 14, 17, 20, 23, 26, 29, 32

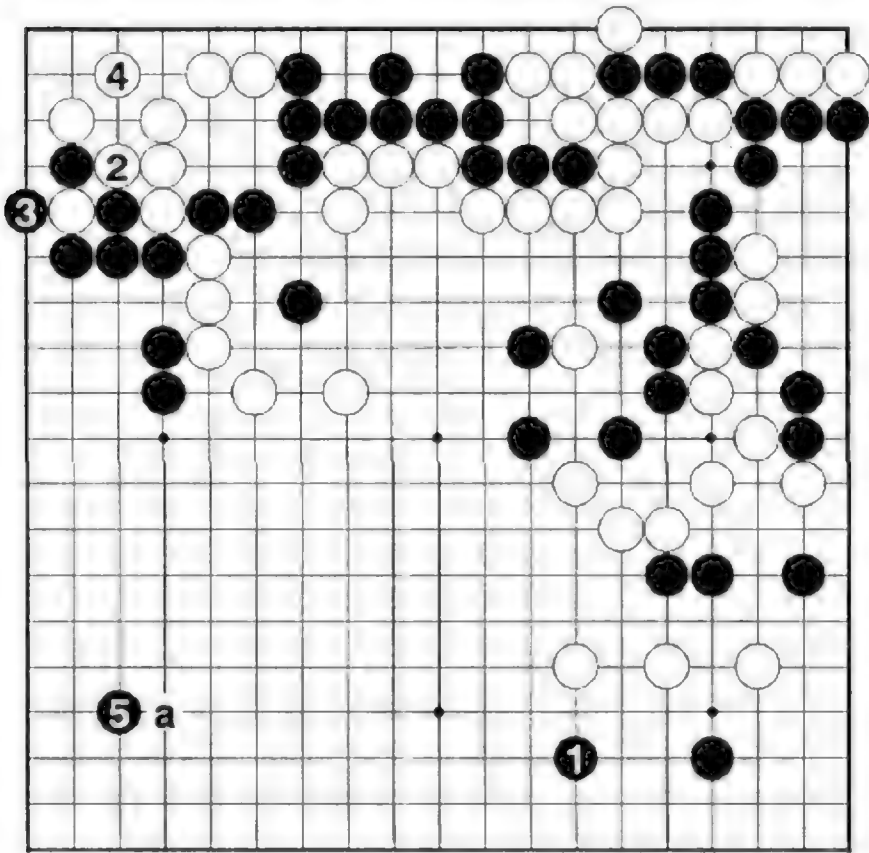


Dia. 4: Black loses

Figure 4 (101-155). Bad timing of the ko

Black 7. If Black finishes off the ko with 1 in *Dia. 4*, White extends at 2, and Black can't win the capturing race.

There may seem to be few drawbacks for Black even if he loses the ko fight, but the eye shape of his left-side group is weakened, which is a significant factor. This is seen in the way in which he has to add a move at 39 when White plays 36 and 38. White's lead becomes even more definite.



Dia. 5: better strategy for Black 91

Going back to 91 in Figure 3, simply extending to 1 in *Dia. 5* would have been a better strategy. If White lives with 2 and 4, Black plays first in the empty corner with 5. In this variation, Black has strong eye shape on the left side, which makes a big difference from the game. If instead of 2 White occupies the empty corner with, for example, 'a', then when Black starts the ko in the upper left he'll have ko threats, starting with 5, which also makes a difference from the game.

Even so, the skill with which Yi wraps up the game is impressive. When Black pushes in at 51, he simply pulls back at 52, discarding four stones and eliminating all scope for creating complications. For his part, if Black doesn't capture with 53, White will play A, so 53 is natural.

Figure 5 (156–200). Endgame tesujis

White 60 is the endgame tesuji indirectly referred to earlier. This is the kind of tesuji you might see in a book. Likewise, White 86 and 88 below.

When White extends to 72, Black can't omit 73 and 75. However, White's territory suddenly swells up when he connects at 76. You have to admire Yi's endgame expertise.

Figure 6 (201–222). A masterly win

White 2 is another clever tesuji. If Black answers by connecting at 4, his three stones are cut off as in *Dia. 6*.

Black 5 is just a way of preparing to resign. Playing at 12 is the safe move, but then White would atari at 5 and probably be ahead even on the board.

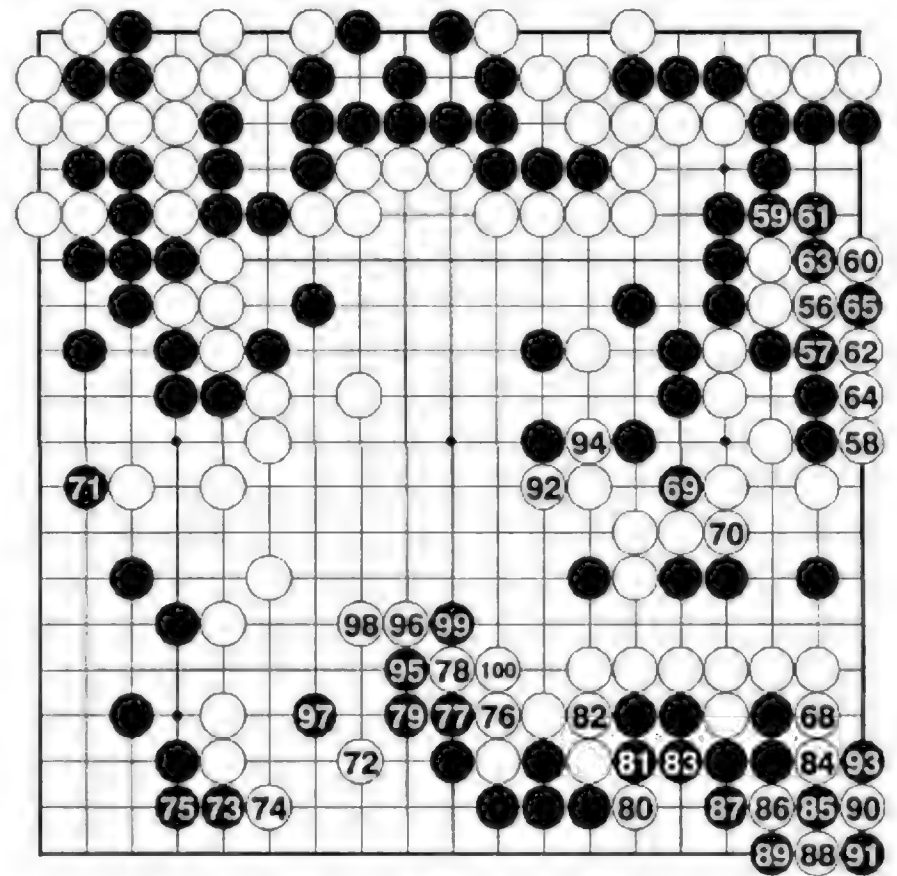
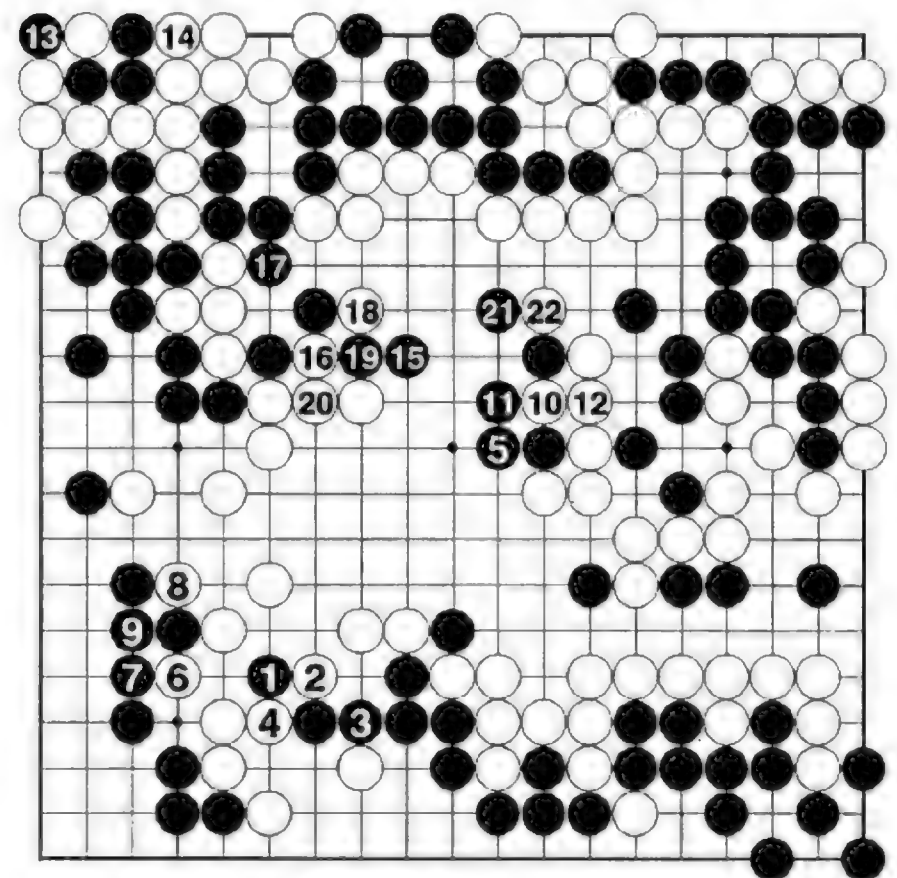


Figure 5 (156–200)

66: takes 65; 67: connects (left of 56)



It's interesting to compare this game with the first one. After playing the same sequence to 23, White made the placement at 24. He was 'making an order'. He probably felt that he made this placement too late in the first game. After strengthening his group, which was his 'order', he succeeded in applying pressure to the top right white group. Black 65 in Figure 2 was an overplay that made the game tough for Black. Locally, it's the same move as in the first game, which Mok won, but the balance of power between the top right black group and the white group at the top was different. As a result, White secured quite a lot of profit on the top right and was also able to swallow up the three black stones on the right side, giving him the lead.

In the next game, Yi made a change with Black 7. He then took the lead in the upper right and kept that lead for a win. In his Fujitsu Cup game with Wang Lei played soon after this, Yi played the same sequence to 8 but with White. You have to see all of his games to appreciate the story that unfolds in his play.

Black resigns after White 222.

Game Four Suspect positional judgement

White: Mok Chin-seok

Black: Yi Ch'ang-ho

Played in Seoul on 1 April 2004.

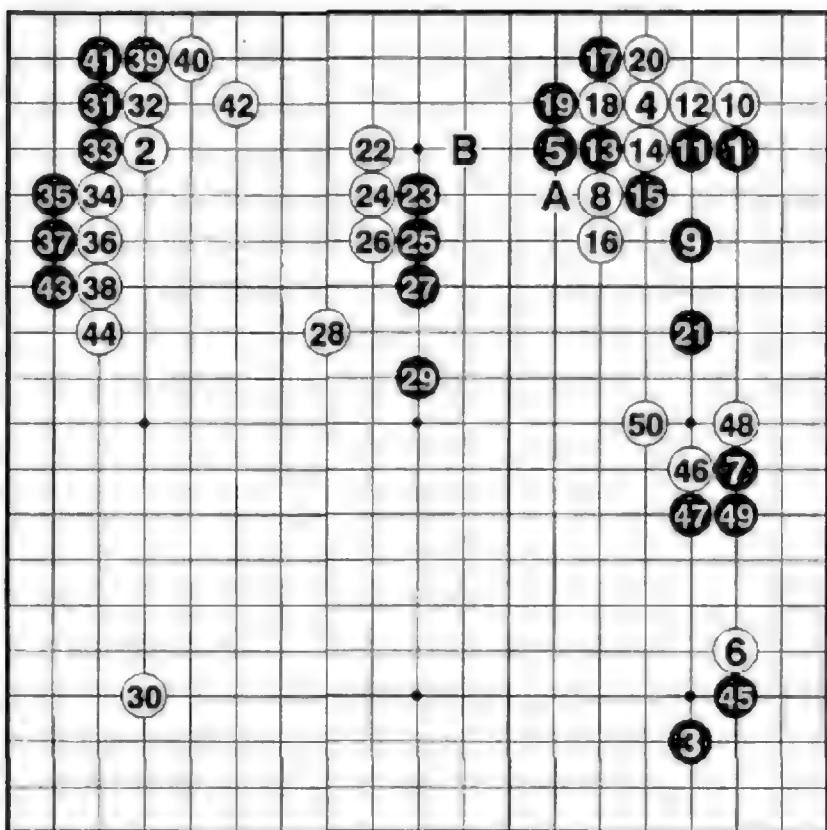
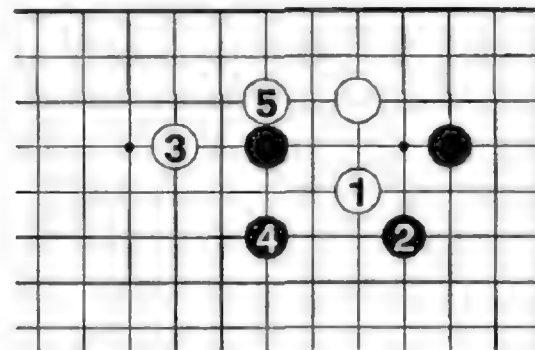


Figure 1 (1-50)

Figure 1 (1-50). Mok's dubious opening

As mentioned above, Yi tries a different strat-

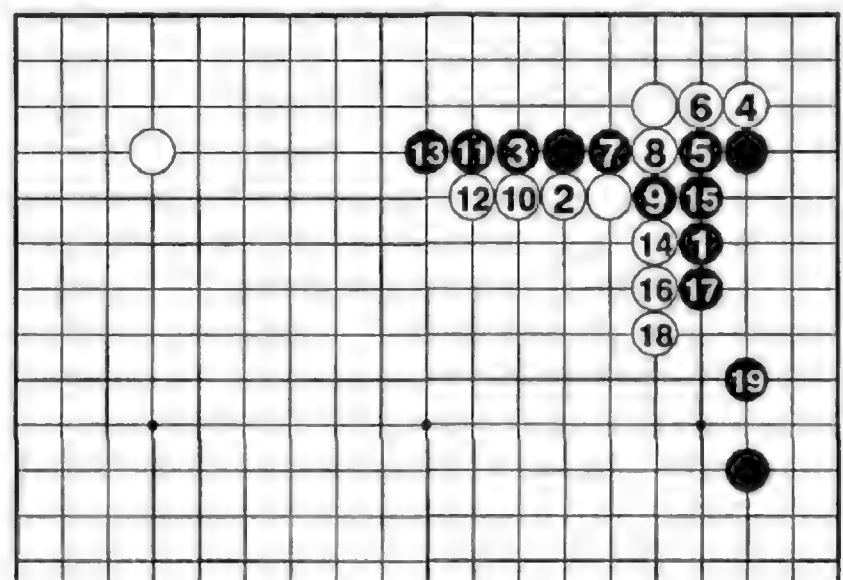
egy with 7. I think that this makes better balance. If White uses 10 to push along at A, Black will perhaps play lightly, jumping to B.



Dia. 1: alternative joseki

Instead of 8, playing the joseki in *Dia. 1* would also be a good strategy, I think.

When Black makes the shoulder hit at 23, the game already feels bad for White.

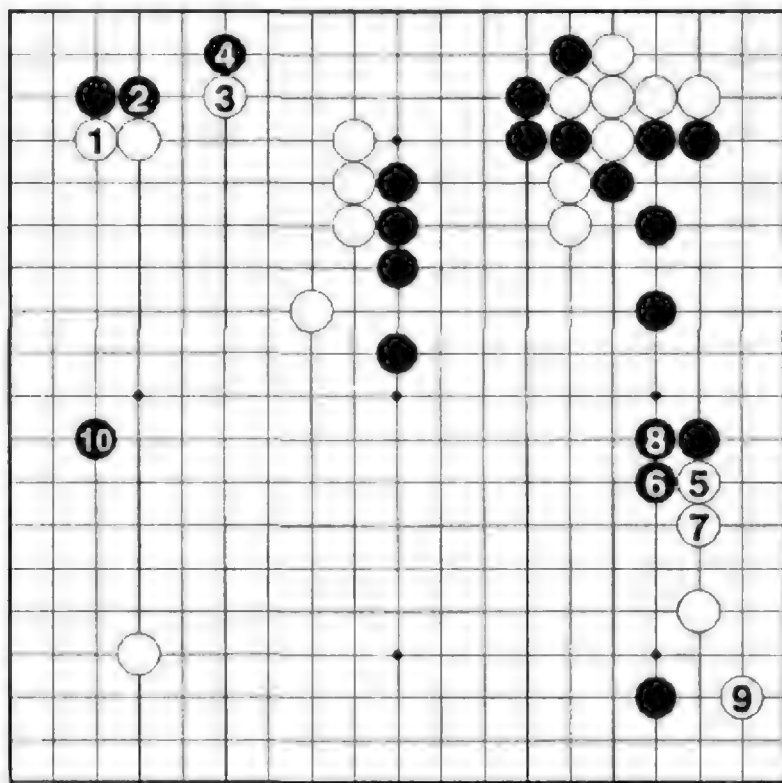


Dia. 2 (Yi vs. Wang Lei)

In the Fujitsu Cup game mentioned above, Yi played the same moves to 8, but then he followed *Dia. 2*, which presumably indicates that he thought the sequence to 23 in the figure is satisfactory for Black. In *Dia. 2*, Black ends up a little overconcentrated on the side, in contrast to the figure.

White 30. Usually when you've played 24 to 28, you continue with 30 at 34, but perhaps Mok thought that he would have fallen behind when Black switched to the empty corner. However, the 3-3 invasion of 31 is big, no matter how you look at it. Yet White placidly blocks at 32 and is content to take gote up to 44. This is funny — it's the way you play when you have the lead. White had to take sente with 1 and 3 in *Dia. 3*, then switch to the bottom right. He falls further behind when Black beats him to that corner and plays 45.

White can't expect a good result when he switches to 46 and 48 after letting Black play first in this area.



Dia. 3: trying to make a game of it

Figure 2 (51–107). *Yi shows to advantage.*

At the end, White could live with his centre group by playing A, but Black's bottom right territory is too big. White is way behind in territory.

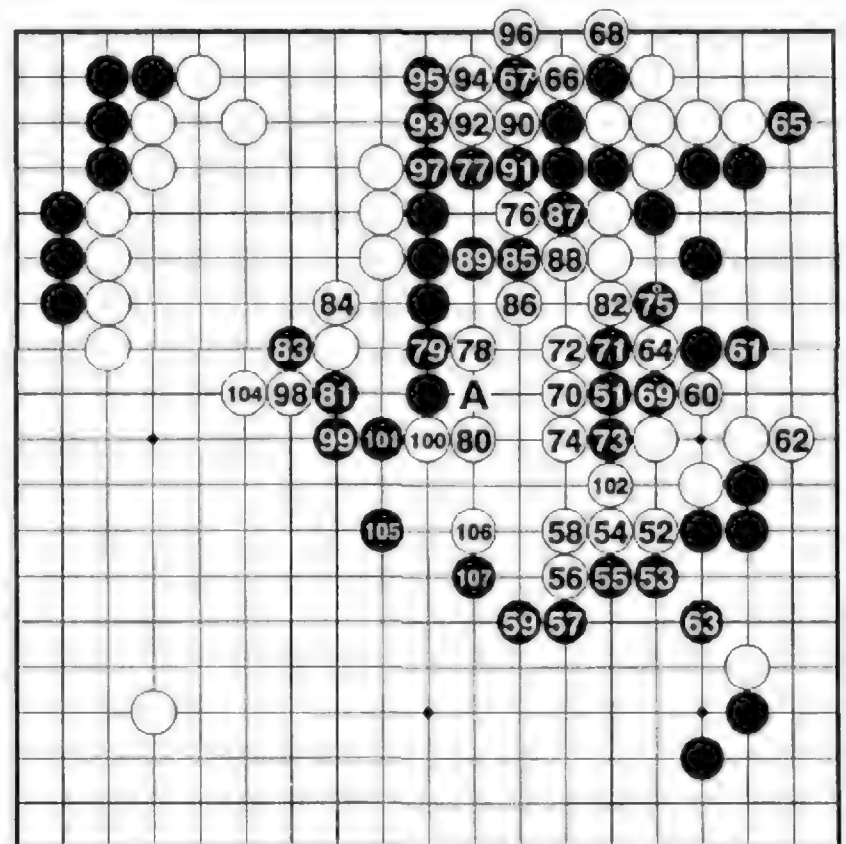


Figure 2 (51–107)

103: connects

White resigns after Black 107.

(Monthly Go World, June 2004. Translated by John Power.)

China Triumphs in 3rd CSK Cup

This was China's year in the CSK Cup, an Okinawa-based international tournament. A youthful Chinese team triumphed over its rivals, with the highlight being a 4–1 defeat of a Korean team filled with international superstars. This was a great improvement on China's disappointing third place last year and also vindicated its policy of choosing its team through a qualifying tournament rather than just fielding the top five players in the rating list.

In this report, we present some of the most exciting games from the tournament, full details of which were given in our previous issue.

Kong Jie vs. Cho U

The 21-year-old Kong Jie is at present number two in the Chinese rating list, but he was making his debut in this tournament. He made Chinese fans happy by winning all three games.

White: Kong Jie 7-dan (China)

Black: Cho U 9-dan (Chinese Taipei)

Komi: 6½; time: 2 hours each.

Played on 22 March 2004. *Commentary by Ishida Yoshio 9-dan. Report by Sato Yasuo.*

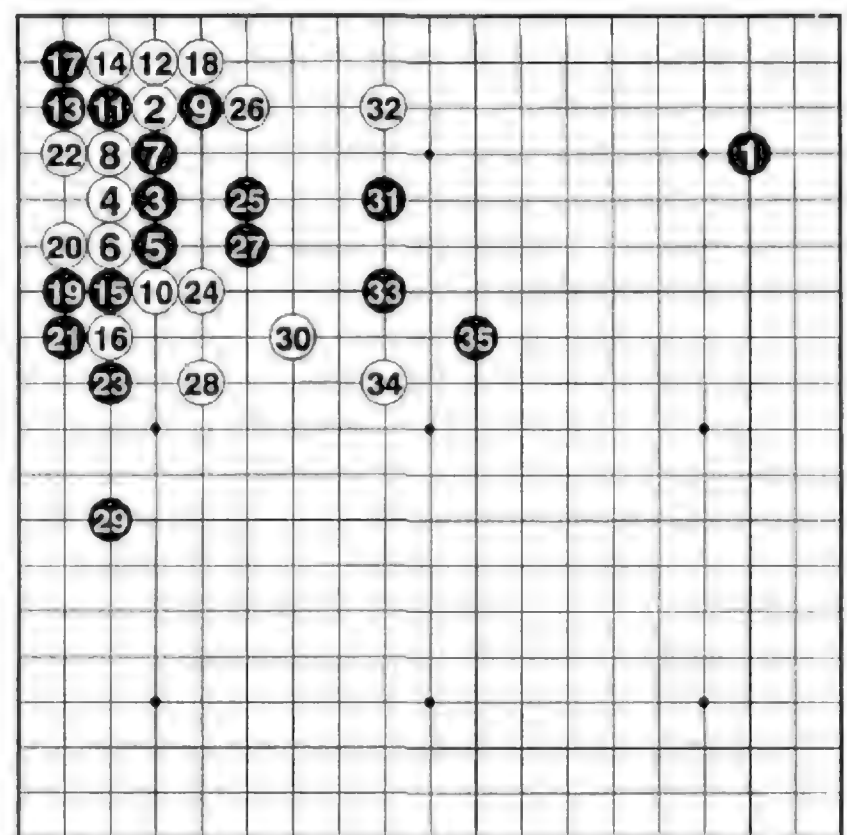


Figure 1 (1–35)

Figure 1 (1–35). *A nostalgic joseki*

Ishida: 'In this game against Cho U, who in Japan these days is almost without a rival, Kong displays a brilliant individuality as he executes a powerful, large-scale sabaki strategy.'

The game starts with a nostalgic joseki, the orthodox version of the inside-turn large ava-

lanche. Up to 35, neither side can switch elsewhere, so we get an eccentric opening.

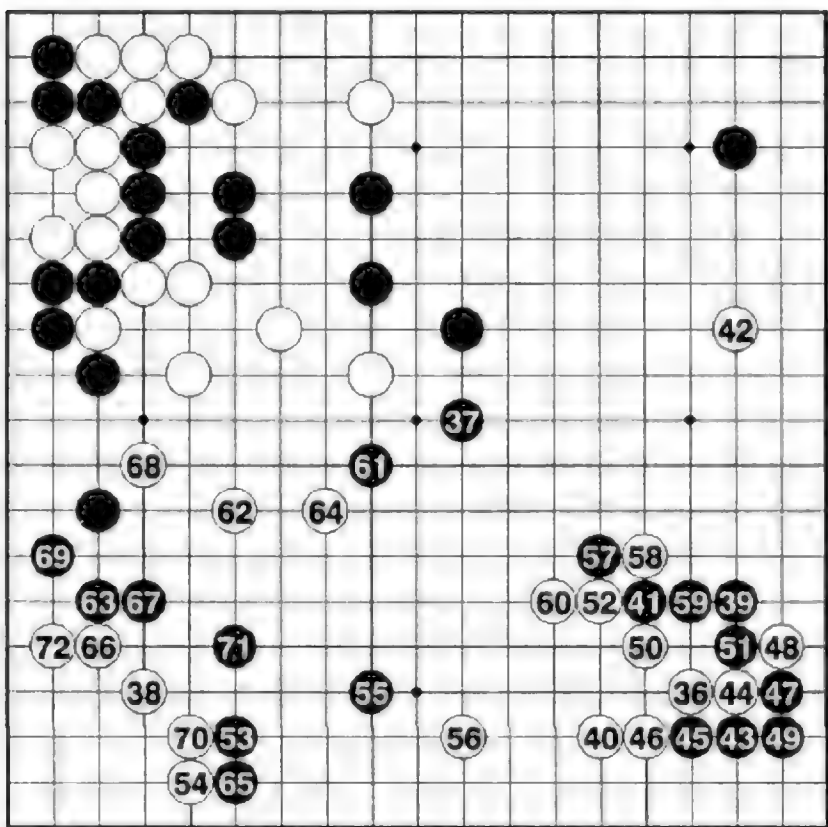


Figure 2 (36-72)

Figure 2 (36-72). Ceding the corners to White

One of the empty corners is finally occupied with 36. Cho takes control of the centre with 37. Of course, playing in the last empty corner with Black 38 is also feasible, but Cho was 'probably upset' that his opponent had taken the bigger empty corner with 36. Instead, Black develops a grand position from the right side into the centre. According to Ishida, it's a close game.



Kong Jie 7-dan

Born in Beijing on 25 November 1982. Became 1-dan in 1994 and 7-dan in 2002. Won the All-China Physical Education Tournament in 2000, the Chinese Championship in 2001 and 2003, and the 4th Ricoh Cup and the 10th King of the New Stars title in 2003. Took 3rd place in the 2nd Chunlan Cup in 2000.

Ishida looked puzzled on seeing 56 (he was giving a public commentary while the game was in process): 'This move didn't occur to me. It shows a strange feel for go.' Playing White 63 would be the usual strategy. Up to 72, White seems to be following an *amashi* strategy (letting the opponent take good points, but trying to outlast him territorially).

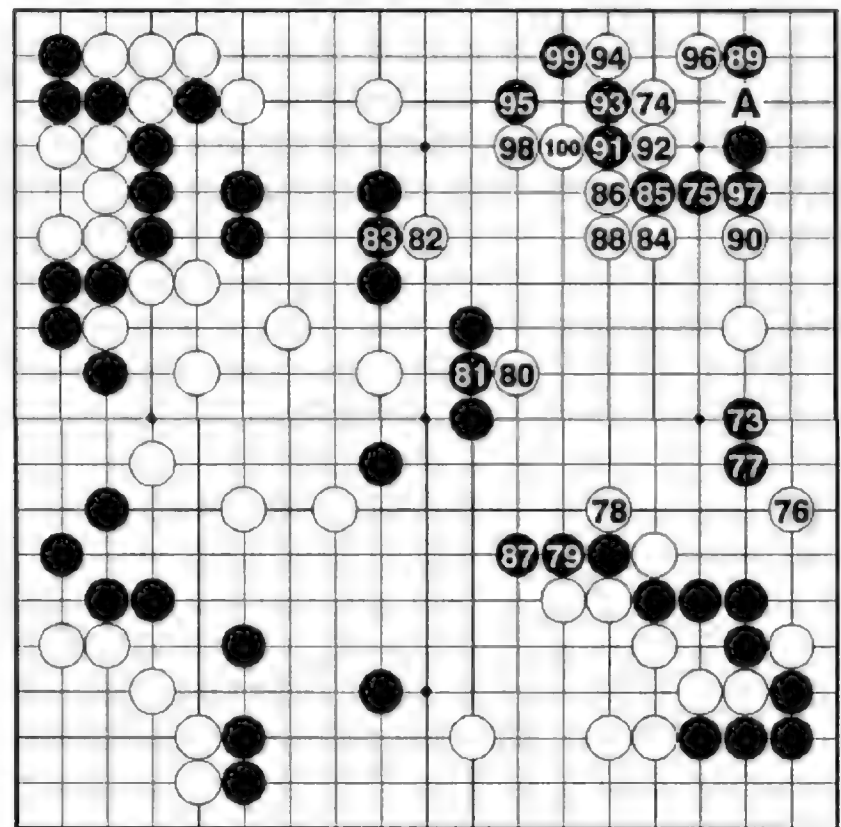


Figure 3 (73-100)

Figure 3 (73-100). Cho's miscalculation

When Cho attacks with 73, Kong's forceful, large-scale *sabaki* comes into play. White 76 is a probe; White 78, 80 and 82 create *aji*. Then he slaps down the stone at 84. Ishida: 'This is a move with real feeling. It feels good.'

Cho peacefully extends at 87, letting White connect at 88. Ishida: 'Locally, White is satisfied. It's a pity Black didn't cut at 88 so that we could have seen a real rough-and-tumble. There's no guarantee the fight would have gone well for White.'

Black 91. Cho has probably made a misreading somewhere. Going back to 97 in the middle of the fight is clearly funny. Of course, he'd like to block at 99, but White will wedge in at A, then connect, and Black's corner can't survive. However, the other group collapses when White attaches at 98.

Figure 4 (101-150). Slugging it out toe-to-toe

Now it is Cho's turn to go on a rampage. He cuts with 7 to 25, but Kong doesn't give an inch. With 34 on, he counters brute force with brute force. A minor blemish is the 30-31 exchange, which is unnecessary and leaves Black with a ko

in the corner. However, it doesn't change the flow of the game.

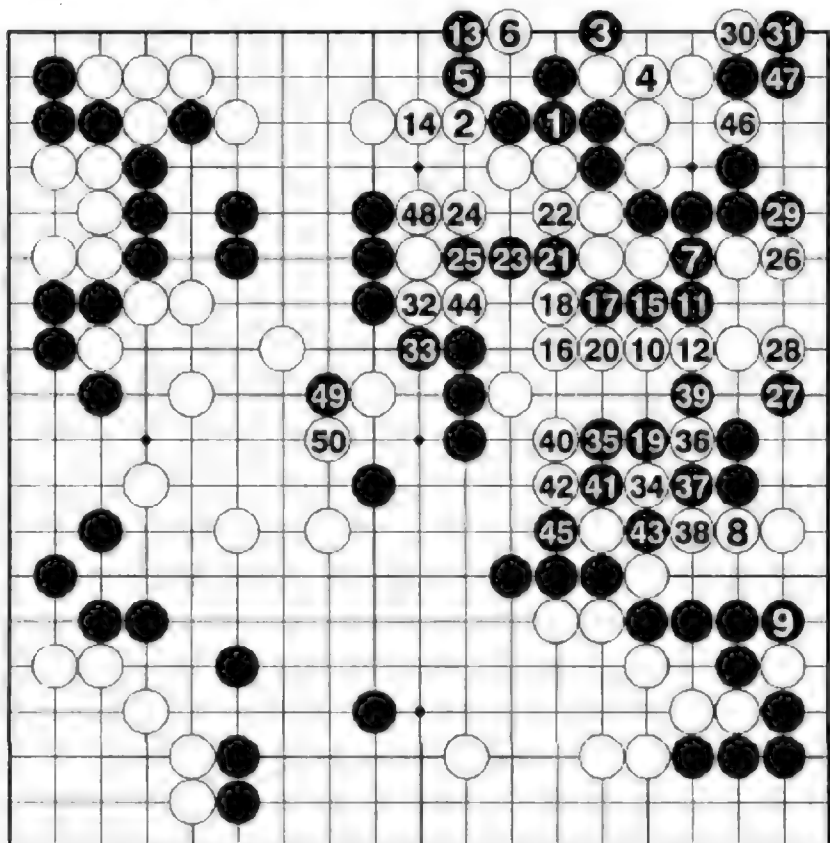


Figure 4 (101-150)

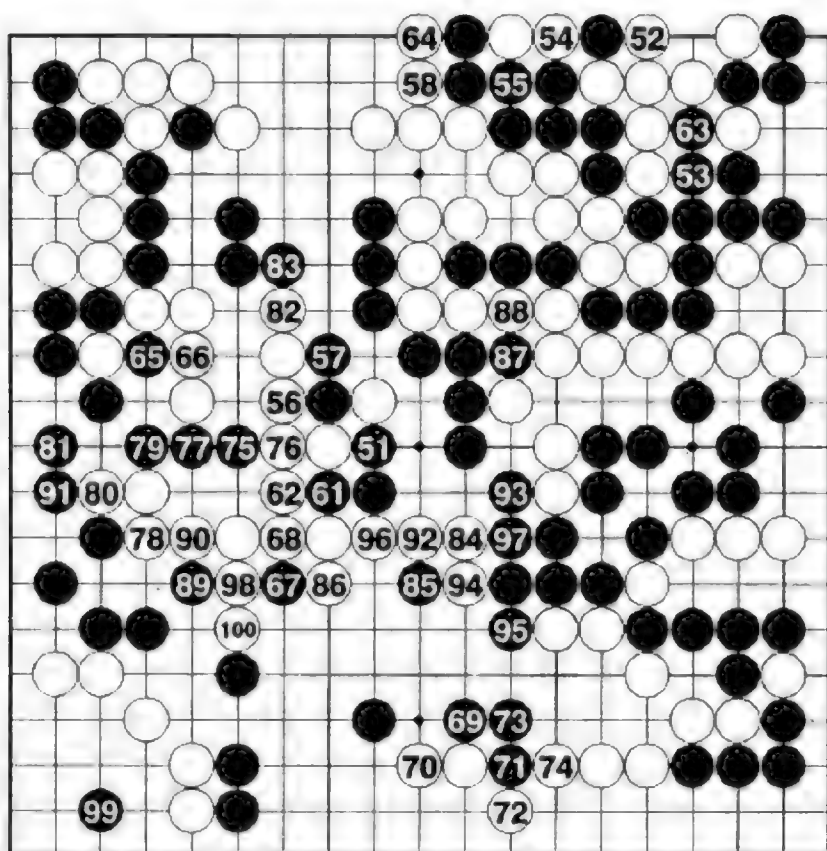


Figure 5 (151-200)

59: captures two stones; 60: retakes

Figure 5 (151-200). Black's last chance

Cho tries to capture the centre group with 57, but Kong skilfully parries the attack. Unfortunately, there is no commentary on this fight, so we have to take it on faith that the centre group is safe. Cho certainly must think so, as he gives up his attack on it and resigns soon after.

Figure 6 (201-230). A good game for Kong

Ishida: 'Cho did make a misreading, but this was an excellent game for Kong, in which he showed his best side.'

Black resigns after White 230.

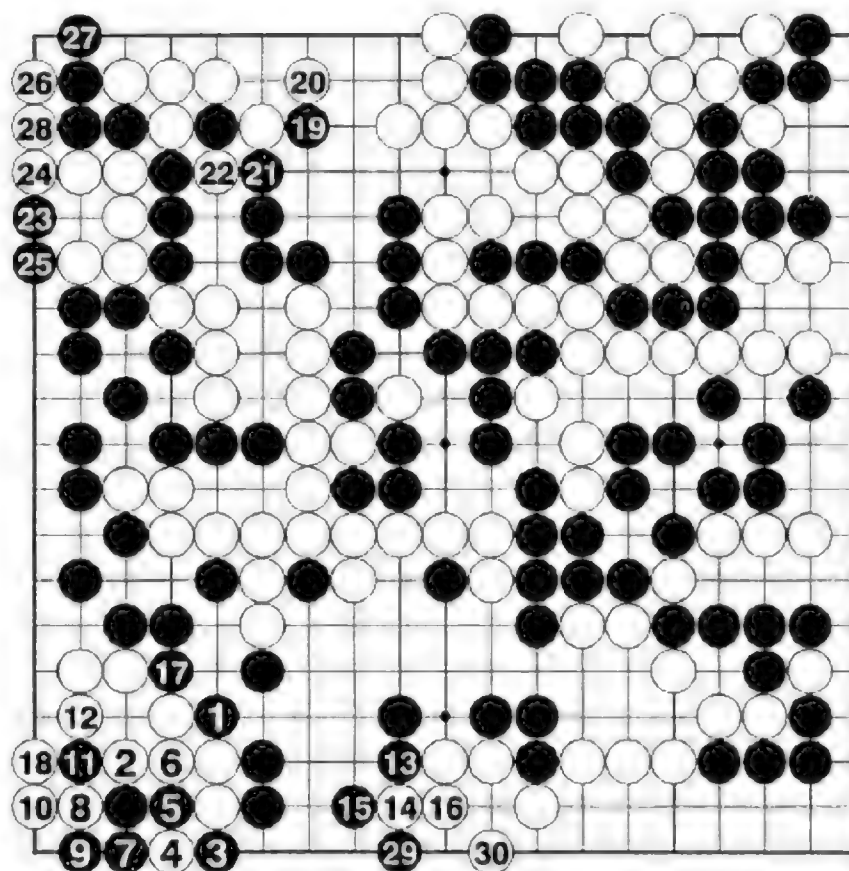


Figure 6 (201-230)

Wang Xi vs. Yu Ch'ang-hyeok

Wang Xi, who was born on 9 January 1984, is still a relative unknown outside his home country. Ranked around number 20 in the Chinese rating system, he is perhaps the player who benefited the most from the holding of a qualifying tournament, as otherwise he would not have gained a place on the team. This year was a chance for him to redeem himself — he failed to put any points on the board when he played in the 2nd CSK Cup last year; this time he rose to the occasion and won all his games, overcoming heavy-weight opponents in Hane Naoki, Zhou Junxun, and Yu Ch'ang-hyeok. He made a great contribution to his team's victory, and he did it with some very entertaining play.



Wang Xi

White: Yu Ch'ang-hyeok 9-dan (Korea)

Black: Wang Xi 4-dan (China)

Played on 23 March 2004.

Commentary by Ishida Yoshio 9-dan. Report by Sato Yasuo.

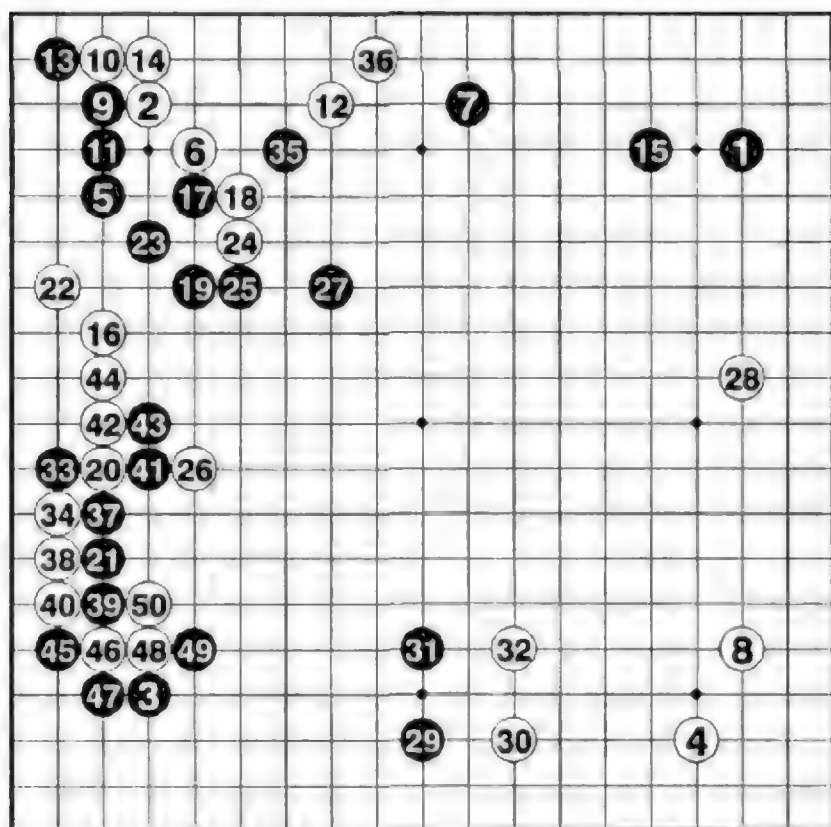


Figure 1 (1-50)

Figure 1 (1-50). White's good start

At the start of the game, Yu, who has a number of world titles under his belt, seems to be in a different class from his opponent. Black 9 and 11 are unusual, and Yu's 12 and 14 are 'a logical way of dealing with them' (Ishida). White waits for the corner enclosure of 15, then pincers at 16. White 22 is 'a stylish move'; having to defend with 23 is painful. The result to 28 is satisfactory for White.

Black has to do something, so he launches a challenge with 33. White counters obstinately with 34 to 40, then cuts at 46. Ishida: 'Yu probably thought that there was no way this could turn out badly for him.'

Figure 2 (51-100). Black lands a punch.

In fact, however, Black's follow-up attack is severe. When Black slices through the middle of White's position up to 79, the group below withers on the vine. Even though White makes a pon-nuki with 80, the black group above has surprisingly resilient eye shape.

Wang has landed a punch, but the gap is not yet decisive. A player of world class like Yu is tenacious. He ignores 89, taking up position with 90 and defying Black to attack.

Ishida: 'Wang doesn't back off one inch. He matches Yu blow for blow.' The fierce way he

fights from 97 to 17 in the next figure is impressive.

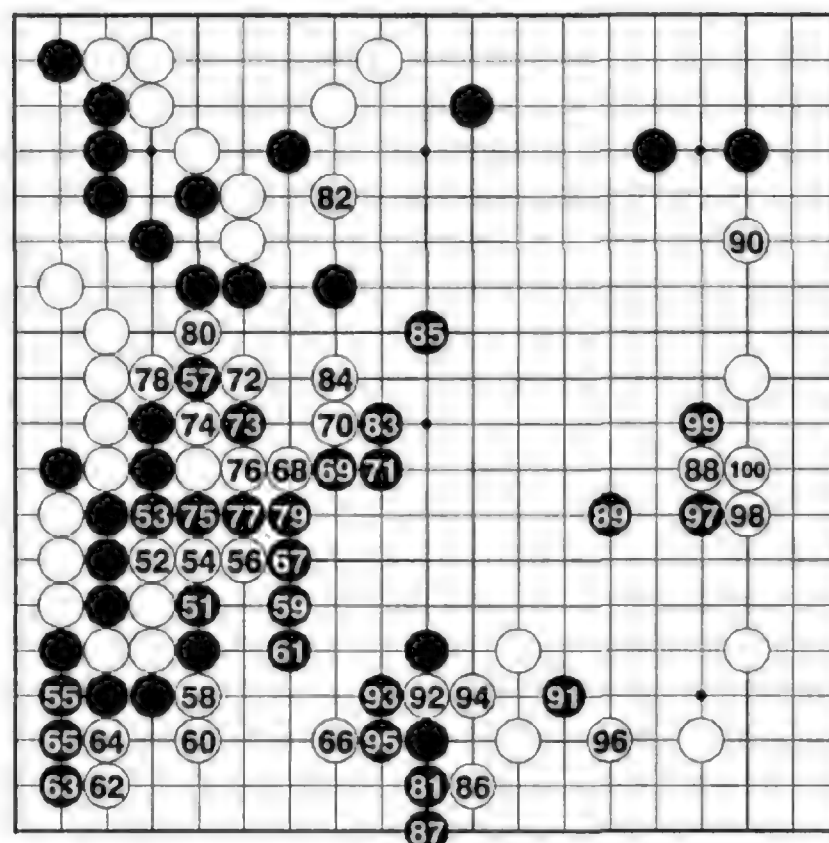


Figure 2 (51-100)

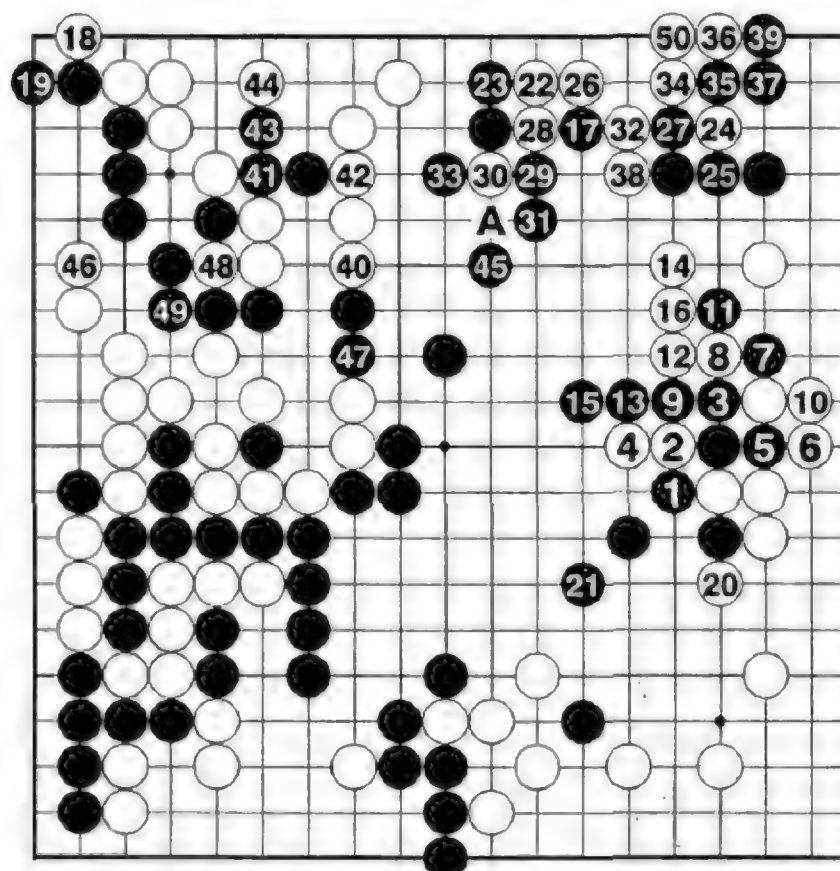


Figure 3 (101-150)

Figure 3 (101-150). Black doesn't falter.

With White 22 on, Yu does his best to pull off something, but Wang copes with the attack. Black 39 may be a sign of nerves, however. Ishida: 'If Black captures at A, there's no problem.' Once you start compromising like this, you can easily let a won game slip away.

Figure 4 (151-200). The losing move

It is Yu who slips up: White 60 is the losing move. Yu must have hallucinated. Black A is sente, so 61 captures this stone. If instead White had captured a stone at 65, 'the game would have been too close to call' (Ishida).

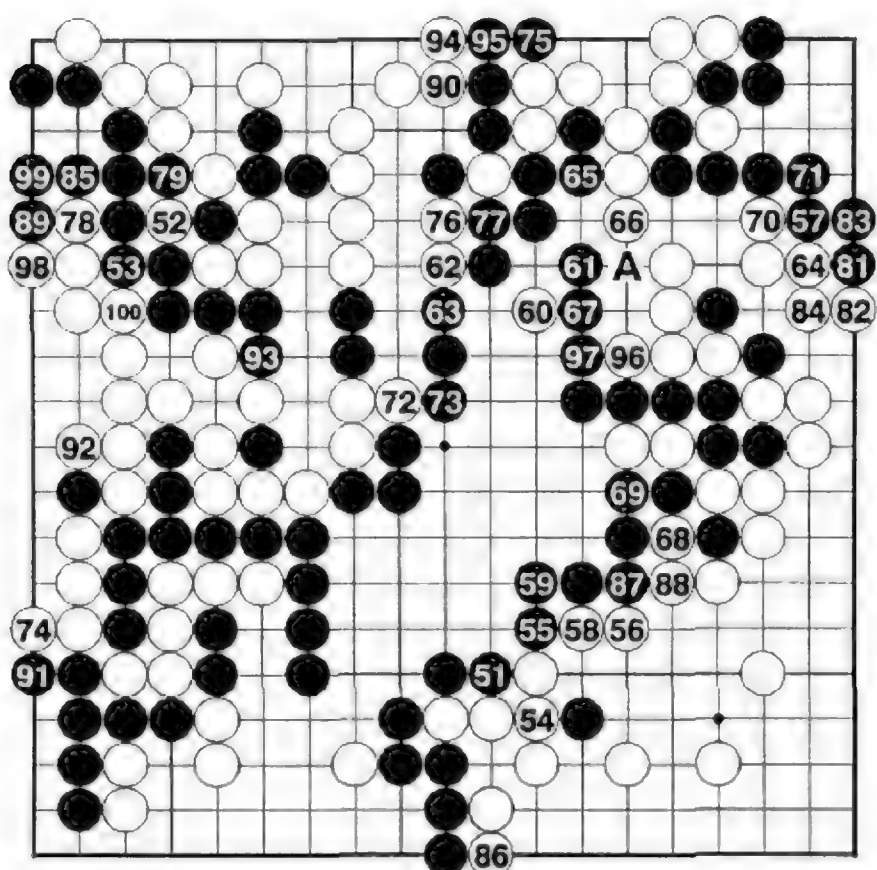


Figure 4 (151-200)
80: connects (right of 52)

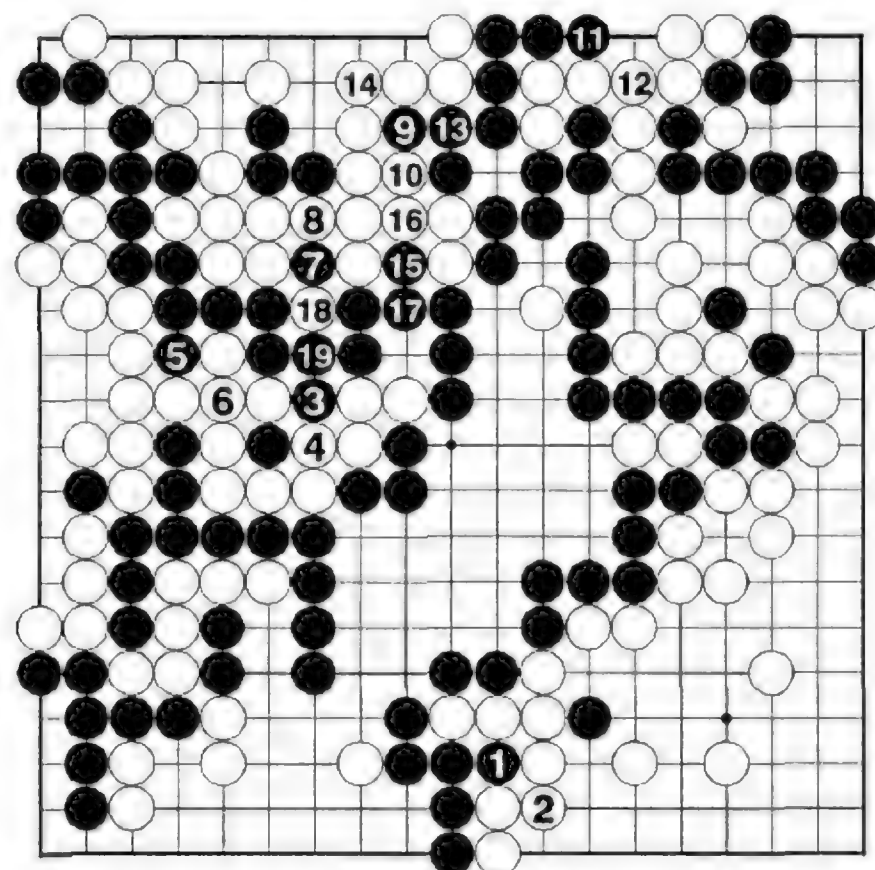


Figure 5 (201-220)
20: connects (at 7)

Figure 5 (201-220). Surpassing expectations

In the interview after the game, Wang commented that his target had been to score at least one win. It wasn't only his own expectations that were surpassed. One hopes to see more of him on the international stage.

Black wins by 1½ points.

(Go Weekly, 12 April 2004. Translated by John Power.)

The 5th Ing Cup

When the semifinalists in the 5th Ing Cup were decided, one thing was certain: someone would be making his debut as a world titleholder. Only 15 [later 16] players have won a world title, and it's not often that they have all been eliminated by this stage. In the end, it was Chang Hao and Ch'oe Ch'eol-han who made the final; the former qualifies as a veteran of the international scene, though he has yet to take the top prize. His opponent is already a top player, so this should be a very interesting title match.

In this issue we present two interesting games from the opening rounds.

Yi Ch'ang-ho vs. Yamashita (Round 2)

White: Yi Ch'ang-ho 9-dan (Korea)

Black: Yamashita Keigo 9-dan (Japan)

komi: 7½; time: 3½ hours each

Played in Shanghai on 22 April 2004.

Commentary by Rin Kaiho 9-dan.

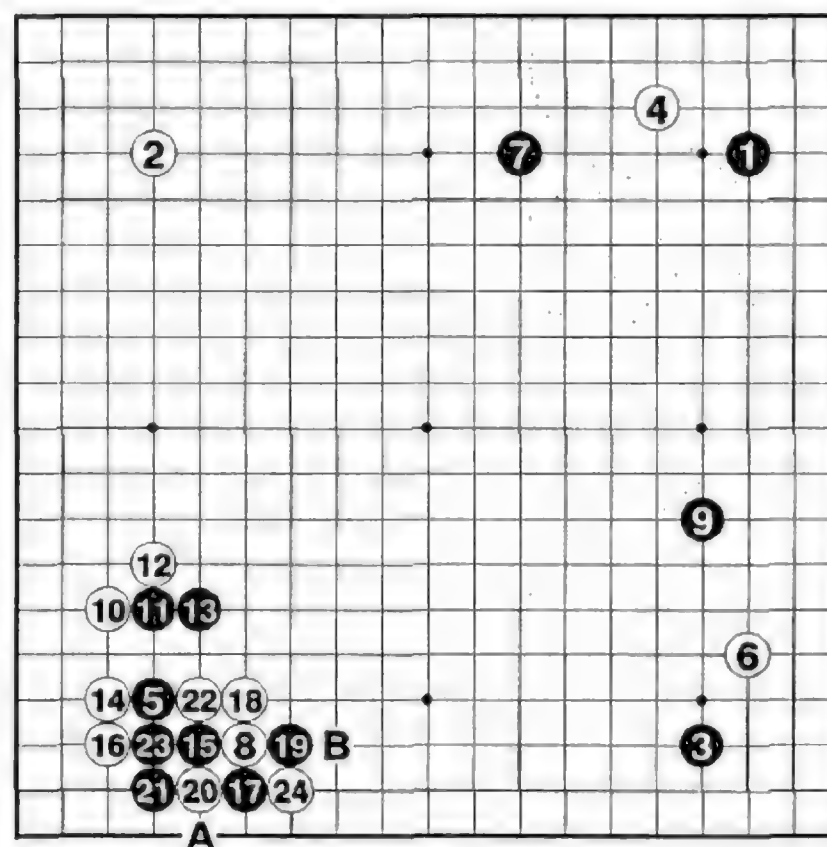


Figure 1 (1-24)

Figure 1 (1-24). An aggressive start

Black 17 and 19 are aggressive: usually letting White cut with 20 and 24 is bad. If Black

captures at A, White gets a ladder with B. However, Yamashita is ready with an answer.

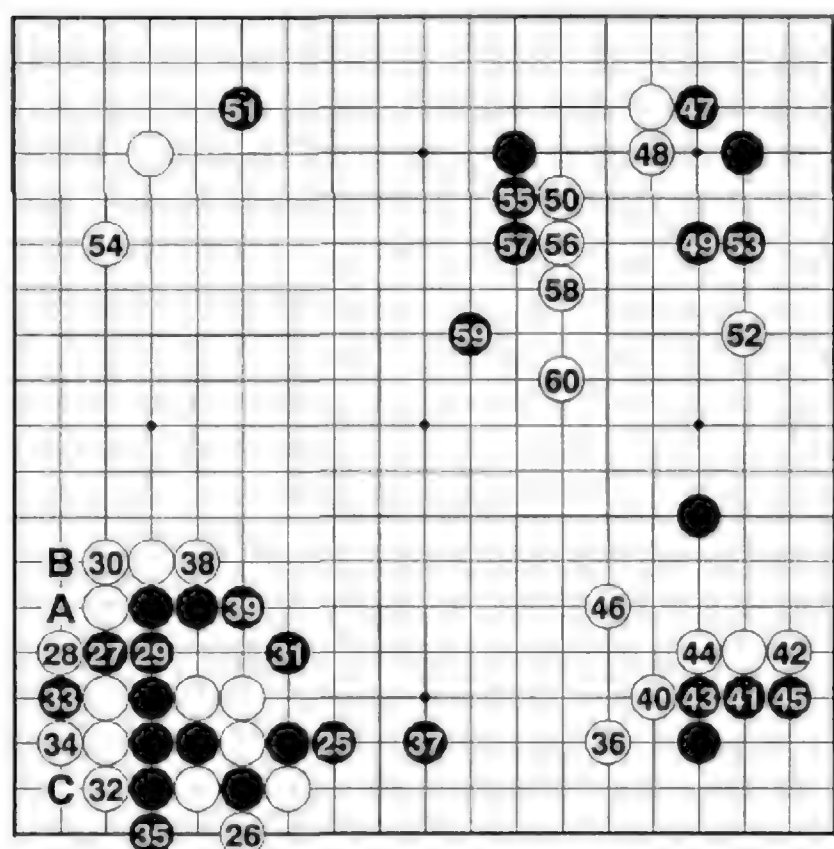
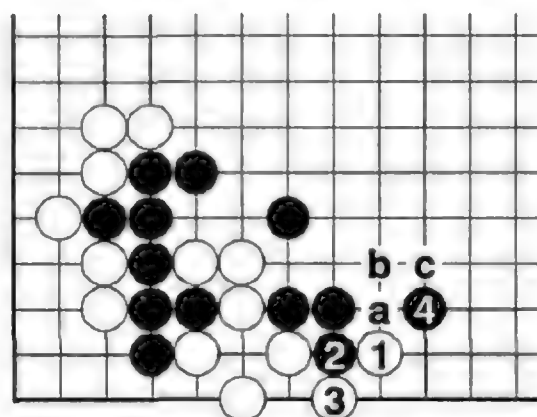


Figure 2 (25-60)



Dia. 1: unreasonable

Figure 2 (25-60). A new variation

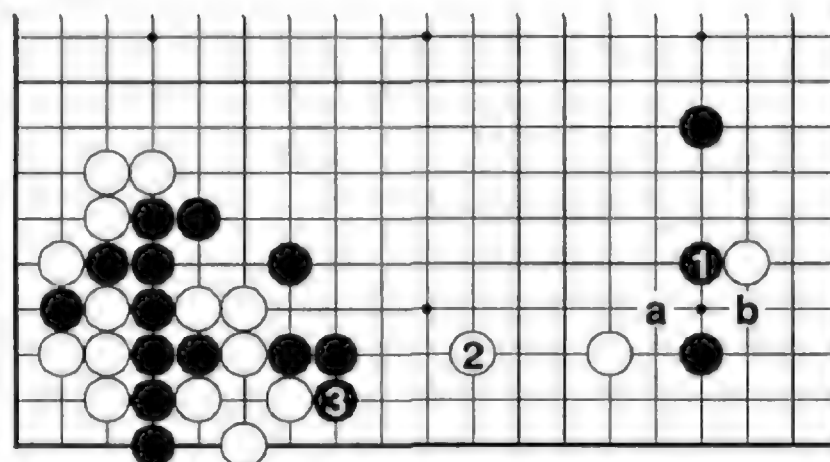
Instead of capturing a stone, Black pulls back with 25. When he presses at 31, it's very hard for White to pull out his stones. If he jumps to 1 in *Dia. 1*, Black presses again at 4, making this unreasonable for White. White 'a'—Black 'b'—White 'c' doesn't fare well.

The result of the new variation seems even. However, I have doubts about the cut of 33. The aim of 33 is to create the aji of A. This will be useful if Black later turns at 38 or if he invades the left side. However, these are hypothetical situations; there was no need to be in a hurry to make the cut, because it involves a concrete loss.

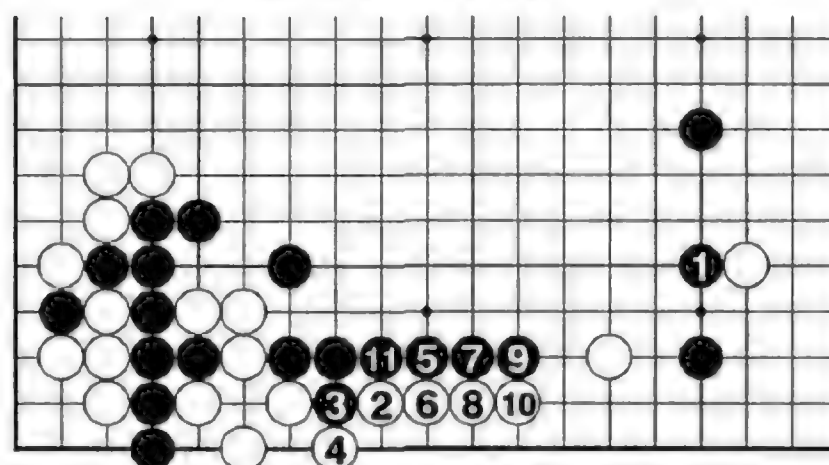
If, at the right time, Black cut on the other side at A and White captured with B, Black would get the large endgame combination of 33 and C. Losing this possibility is quite a minus.

White plays a probe from a distance with 36 and Black answers with the *honte* (proper move) of 37. However, I would fight hard in the corner, playing 1 (or 'a') in *Dia. 2*; if White 2, Black can secure his capture with 3 and be satisfied. If next

White plays 'b', Black welcomes it, as White's two stones to the left become weak. If you compare this variation to the game, there's not much difference in the size of Black's territory to the left, but Black does better in the corner. Instead of 2 —



Dia. 2: Rin's proposal



Dia. 3: unreasonable for White?

Dia. 3. If White pulls out his stones with 2, Black blocks off the centre. This looks unreasonable for White.

Adding a black stone at 37 makes it easier for White to force with 38. The fact that this move is virtually White's privilege is one more reason why I query Black 33.

Black has to live in the corner with 41 etc., but he gets the carpenter's square, which has bad aji. He wouldn't be happy about this, though I think that the game is still even.

The sequence from 47 looks natural.

Figure 3 (61-100). Astonishing positional judgement

Instead of 61, how about making the shoulder hit at 1 in *Dia. 4*, aggressively trying to split White into two? White 8 is a calm answer. Black then expands the battlefront with 9. It's unclear whether or not this is better than the game.

Black 65 is a move one wants to make. If Black A is sente, this helps the carpenter's square.

White 66 aims at making Black overconcentrated.

Black 79 is natural, as White is aiming at B.

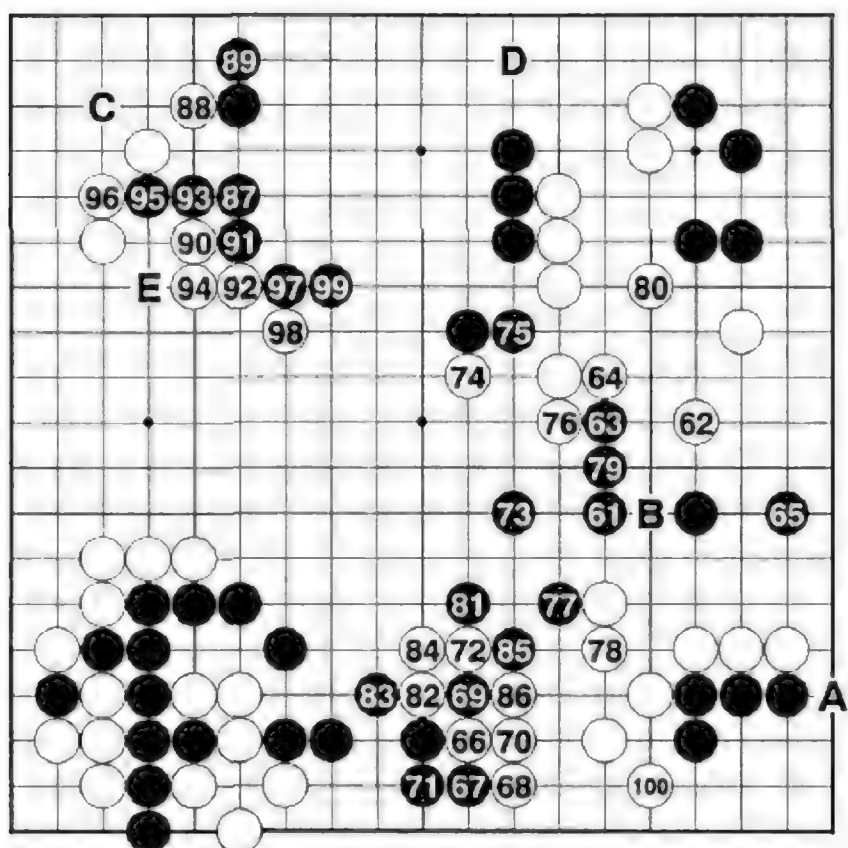
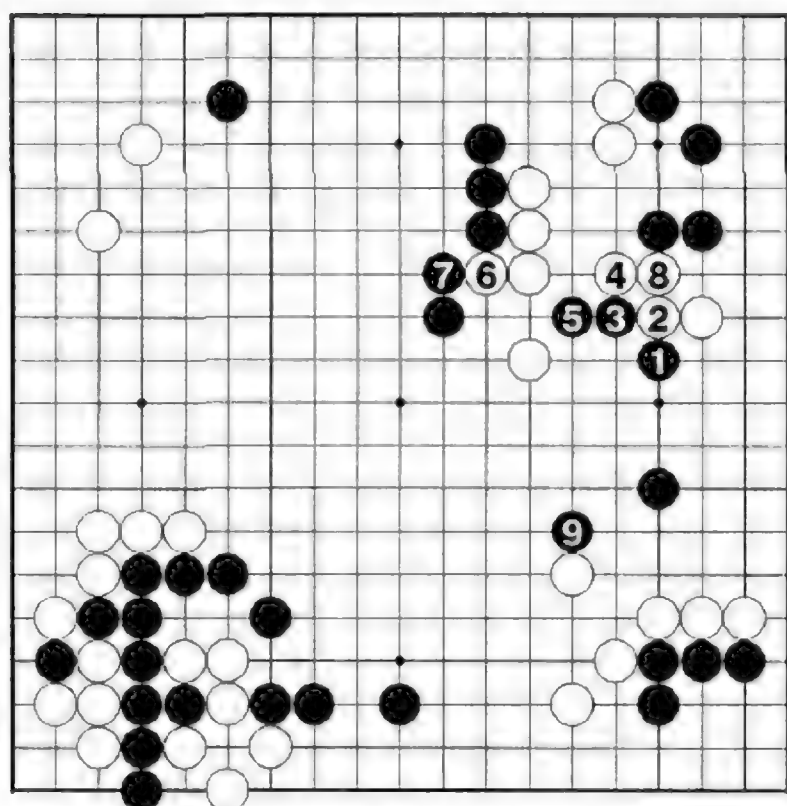


Figure 3 (61-100)



Dia. 4: playing more aggressively

White 80 is the vital point. Black's playing here would give White a jolt.

Up to this point, the moves of both sides have been quite natural and no particular criticism can be leveled at them. If I had to propose an alternative, it would be the strategy in *Dia. 4*.

It was now that Yi displayed his genius. I believed that up to this point the game was a good contest, that it was very close, but the deeper positional balance was visible to Yi.

White 90 is an incredible move. Yi maintains that enclosing the left side up to 94 is good enough, that he can cede the top to Black. This is by no means an easy conclusion to arrive at. As is immediately seen in the game, Black can invade at C, so one should be reluctant to enclose with 90 etc. I would probably get up to some mischief

by playing 90 at D. However, if you look at the position calmly, Black would end up getting to make the shoulder hit at E, so White would probably have damaged his position. Even so, a contest in surrounding territory is frightening: you regret it bitterly if you lose. I was astonished by Yi's calmness, by his confidence in his positional judgement.

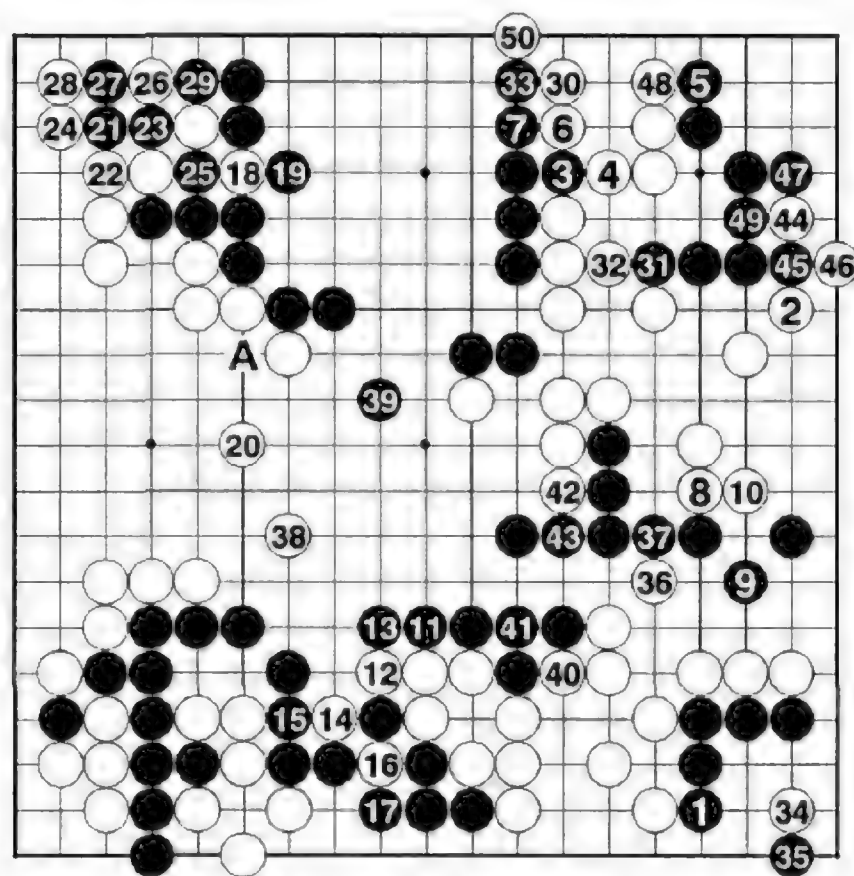
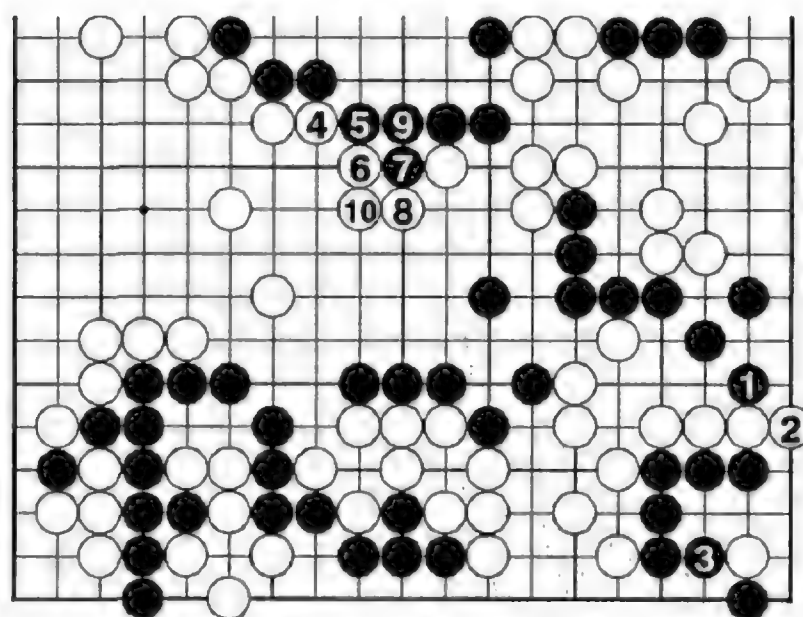


Figure 4 (101-150)



Dia. 5: which is better?

Figure 4 (101-150). Flawless endgame

Yi's endgame play after this is, as we've come to expect, flawless. With 2 to 10, he secures his own eye shape and makes Black add extra moves with 11 on. He then takes a tight grip on the left side with 20. Black lays waste to the corner with 21, but Yi has already taken this into account.

Black 39. Black 1 and 3 in *Dia. 5* would also be big. However, the sente sequence from White 4 is probably worth just as much. The endgame follow-up from the cut of Black A in the figure is

also big. One can't say one way of playing is better than the other here.

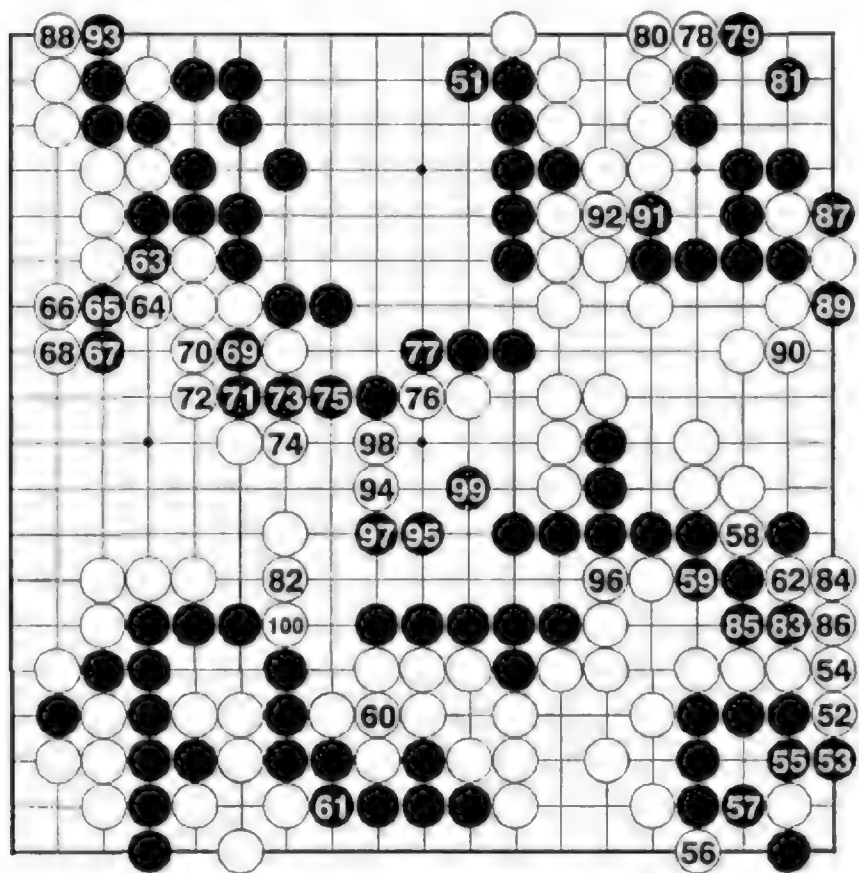


Figure 5 (151-200)

Figure 5 (151-200). Accurate endgame play

Both sides play the endgame accurately, but White has the lead and wrenching off a stone with 62 sets the seal on victory.

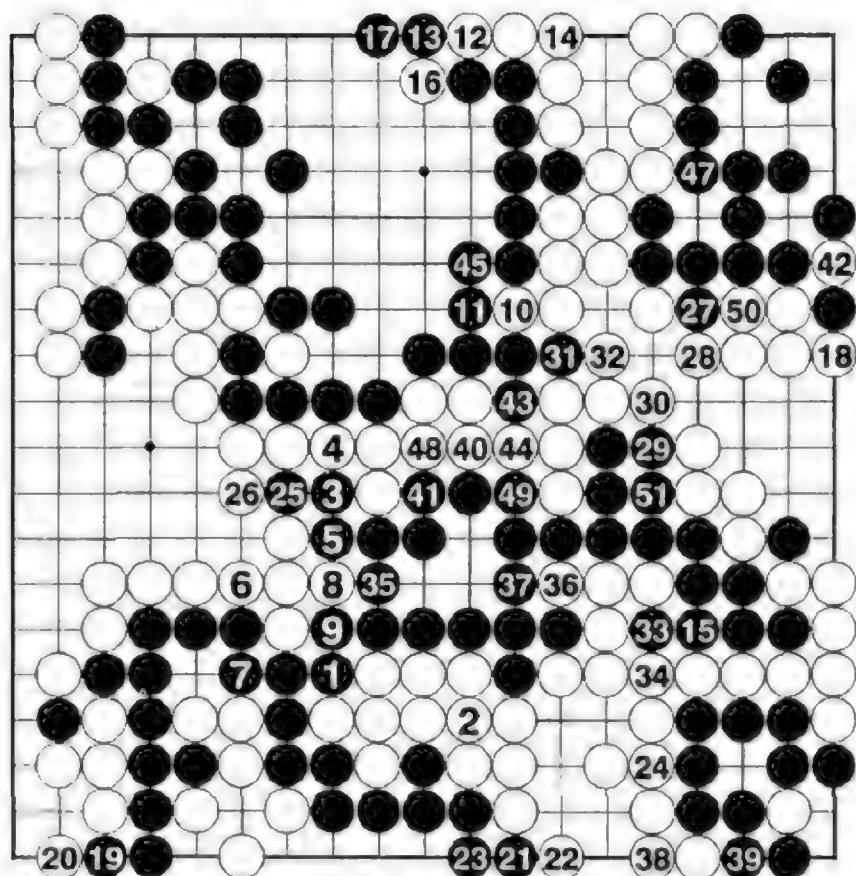


Figure 6 (201-251)

46: connects

Figure 6 (201-251). No clear-cut losing move

It's not really clear what Black's losing move is. I can't believe that he played any conspicuously bad moves; the only moves I can single out at all are the cut at 33 and his failure to play aggressively in the bottom right corner with 37 in Figure 2. The flow of the game wasn't bad for Black, either, but when you look at the result you

find that White always had the lead. It was a strange game, one in which Yi's latent strength was manifested.

White wins by 2½ points.

Peng Quan vs. Yoda (Round 2)

White: Yoda Norimoto 9-dan

Black: Peng Quan 5-dan

Played in Shanghai on 22 April 2004.

Commentary by Rin Kaiho 9-dan.

Peng Quan (born on 9 November 1982) is another member of the group of young players in China who have risen to prominence in the last year or two. He won the 9th King of the New Stars title in 2002. Here he takes advantage of Yoda's optimism to pick up a valuable win.

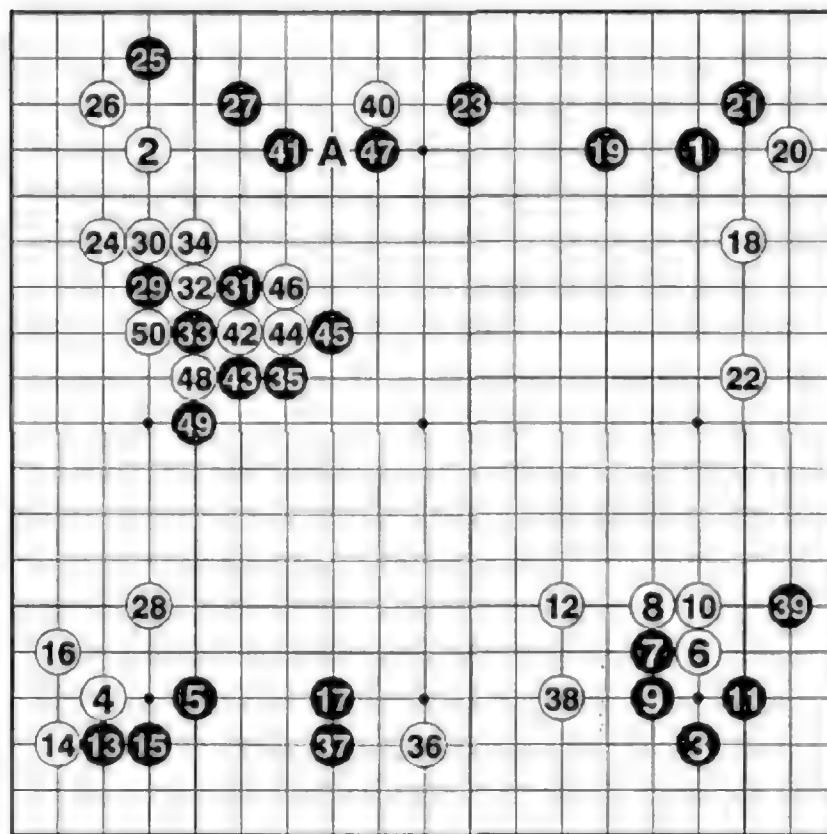
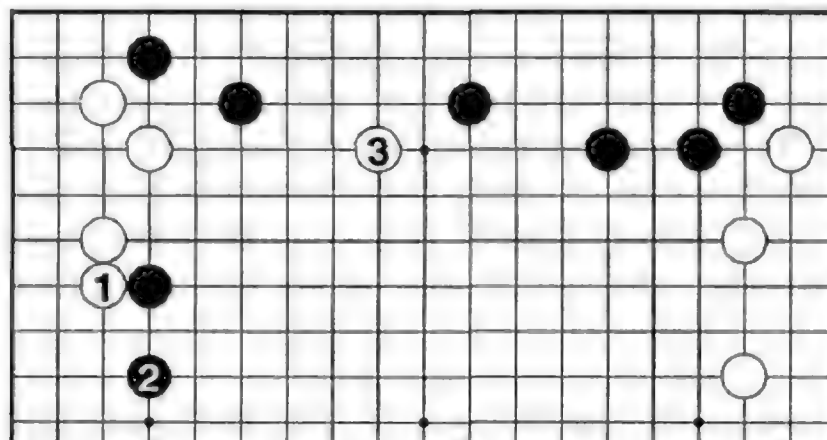


Figure 1 (1-50)



Dia. 1: Rin's preference

Figure 1 (1-50). Peng's special strategy

After a peaceful opening, Peng tries a special strategy with the shoulder hit of 29. Defending at A would be the usual move, and that would give a leisurely game. Because of the large komi,

Black wants to achieve greater efficiency. The aim of 29 is to dispense with a defensive move at the top — it's an interesting idea.

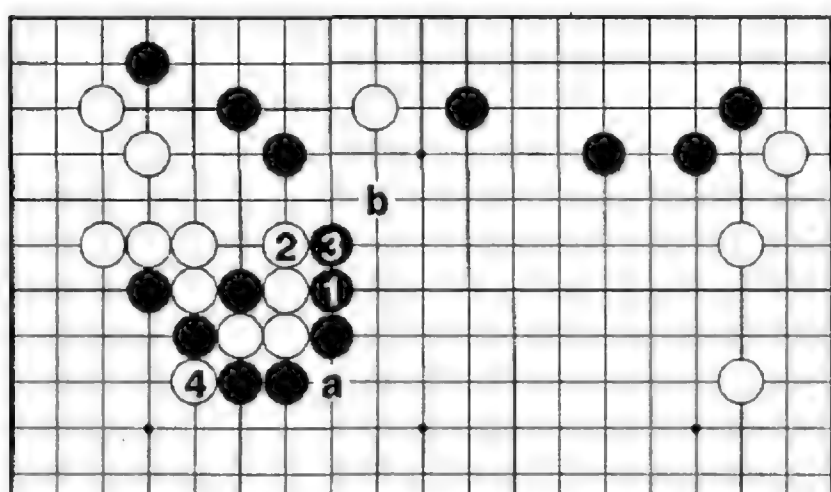
The answer of 30 is unusually tight for Yoda. I would be tempted to push down once at 1 in *Dia. 1*, then immediately invade at 3.

Yoda solidifies his own group first, then switches to the invasion of 40. The probe of 42 in answer to 41 is not a move that readily occurs to one.

Instead of 47, Black would usually keep pushing up with 1 and 3 in *Dia. 2*, but then White would cut at 4 and be satisfied. He still has the aji of the cut of 'a' (a prospect that Black probably found annoying) and setting his stone in motion with 'b', so White can maintain that the top is nothing special.

Even so, White 48 to 52 in the next figure are really solid. It's not often you come across such a solid group in a game.

That's not to say that the result is bad for White — he still has a very powerful threat at the top.



Dia. 2: more usual?

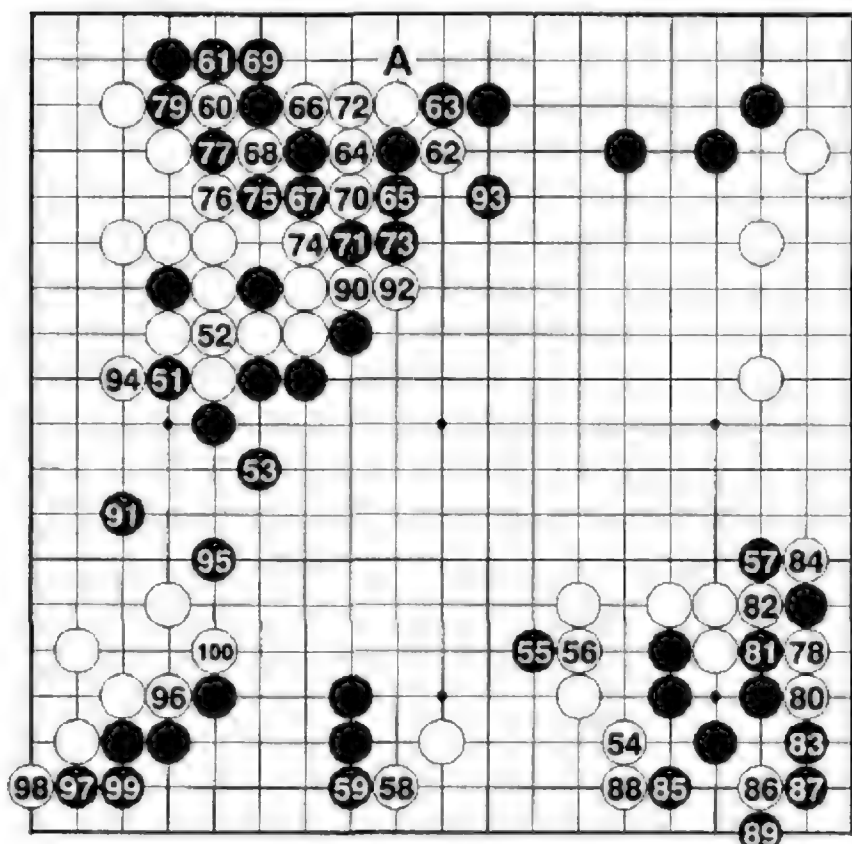
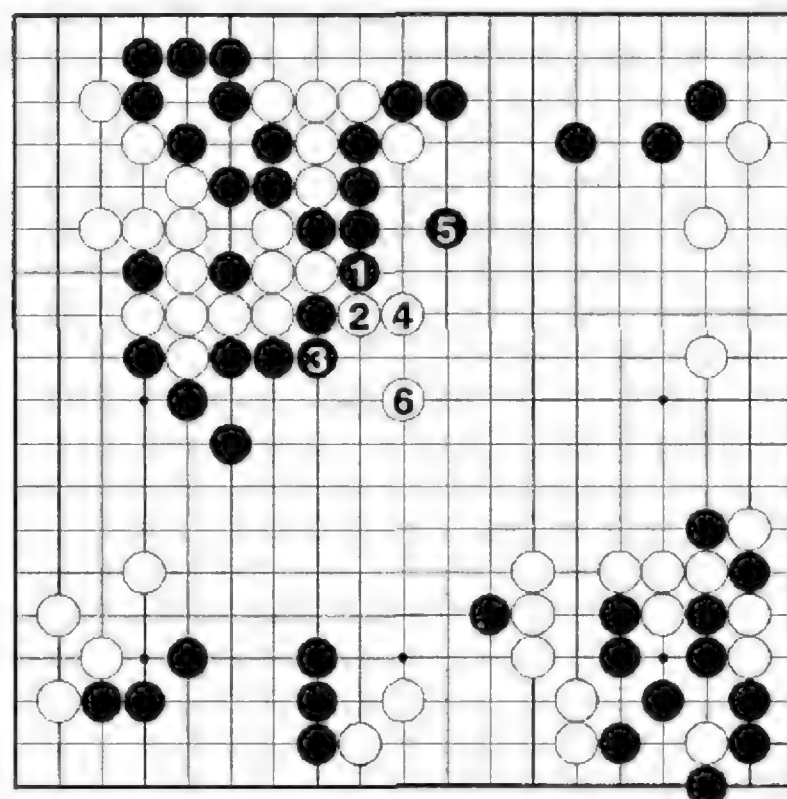


Figure 2 (51-100)



Dia. 3: a shortcut to defeat

Figure 2 (51-100). A big success for White

White 60 is the start of an exquisite manoeuvre.

Black 61. In retrospect, Black should descend at 69, but this goes against the grain, as it is so submissive, besides losing points. It's no wonder Peng couldn't bring himself to do it.

However, Black is helpless to resist White 62 and 64. The continuation to 74 is forced, giving a capturing race between five white stones and the pivotal black stones. Setting up a ko with 76 is a good move; of course, White would win the fight outright if he connected at 77, but Black would squeeze with A etc., and White would end up overconcentrated. This would be hopeless. It's not a variation that Yoda would play.

Black has no ko threats, so he has no choice about finishing off the ko with 79, but the result to 88 is more than satisfactory for White. His manoeuvre has worked perfectly; Yoda was probably confident he was ahead.

Peng hangs on desperately. Ignoring White 90 to play 91 is a painful expedient. If Black blocks at 1 in *Dia. 3*, White cuts with 2 and 4. Up to 6, the white moyo on the right and in the centre expands naturally, so Black probably just hastens his loss.

When White 92 forced Black to defend at 93, Yoda probably felt more and more satisfied with his position. This wedge driven through the centre of Black's position makes excellent shape, and, the point that probably made Yoda feel happiest of all, the white stones that he was supposed to have discarded at the top do some work, forcing Black to add a stone. It would only be natural if Yoda was convinced he had a win.

The only thing is, this being a professional game, the gap is not that great. Yoda may well have overestimated his lead.

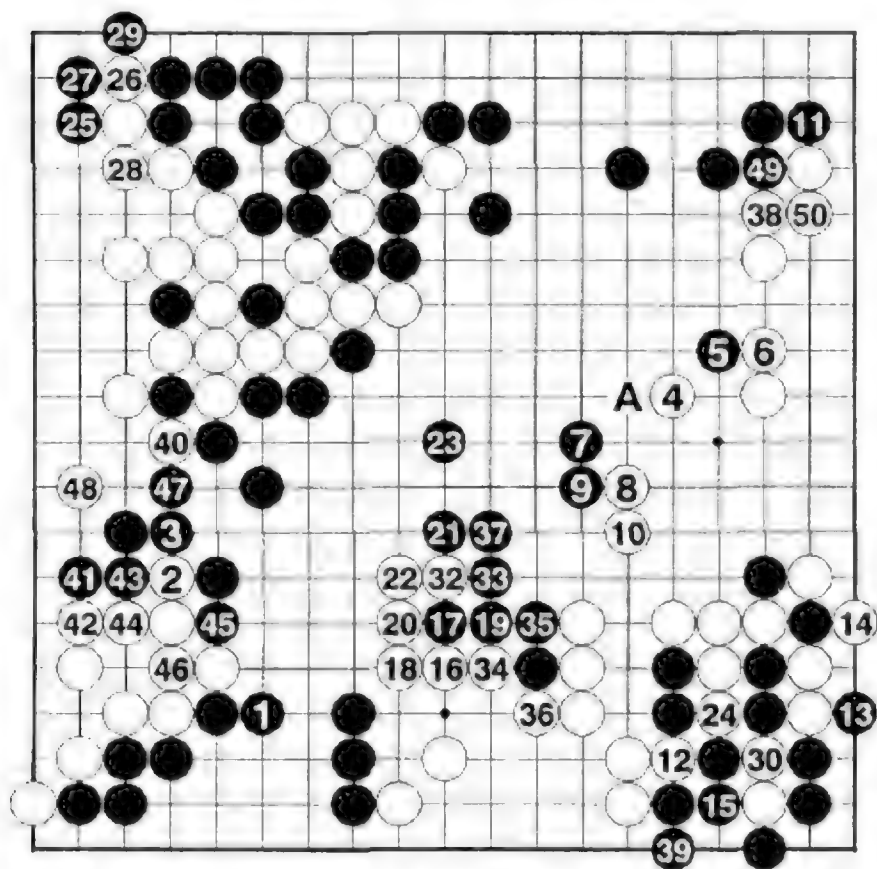
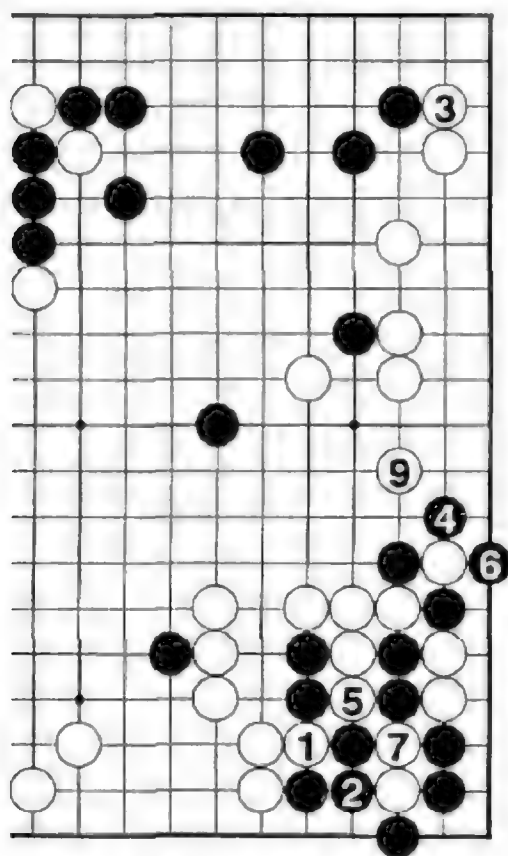


Figure 3 (101-150)
31: retakes (above 30)



Dia. 4: better for White
8: recaptures

Figure 3 (101-150). Yoda's fatal optimism

White 4 is much too solid: there would be no problems if White went as far as A. White's defensive move at 8 in response to Black's reducing moves at 5 and 7 also seems to me to be facile. White should force with 1 in *Dia. 4*, then crawl at 3: this is much bigger. An attempt by Black to destroy the whole moyo with 4 might be frightening, but White can counter with 5. When White attacks with 9, Black seems to be close to collapse.

The unlucky (?) thing for Yoda, who was completely optimistic, was that Peng was very tenacious and very strong at the endgame. He showed superb skill in overhauling Yoda.

With 17 on, Black is fighting desperately. Then, the descent of 39 takes White by surprise. At any time, if White hanes at 39, Black must connect at 30, so Yoda probably assumed this was his privilege. He probably never dreamt that Black would descend at 39. This move is surprisingly big, being worth five-plus points in reverse sente.

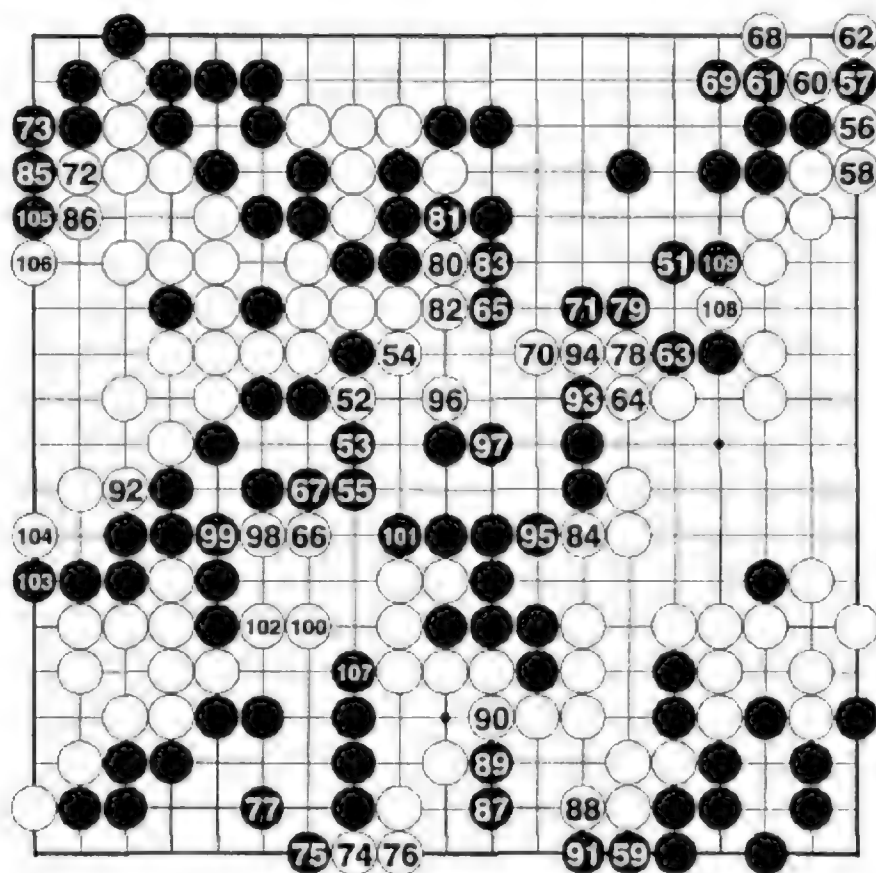
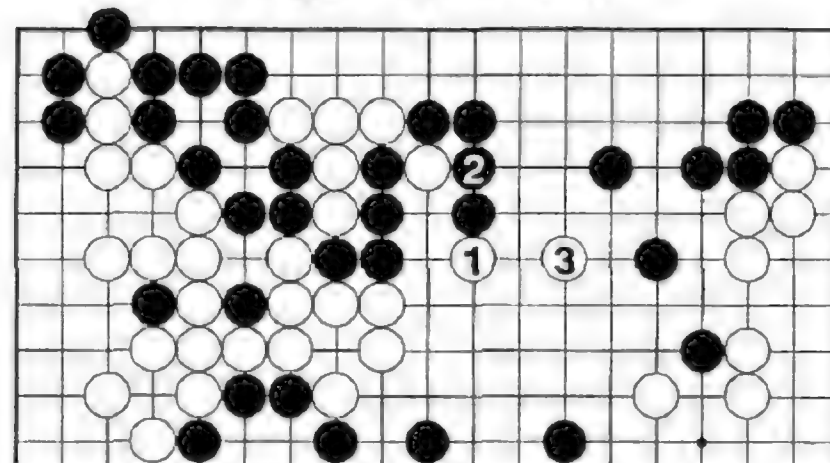


Figure 4 (151-209)



Dia. 5: a half-pointer

Figure 4 (151-209). Peng pulls off an upset.

The game is very close: White is still ahead, but the margin is narrow. Rather than 56, the most urgent moves for White are 1 and 3 in *Dia. 5*. This would give a half-pointer, though I believe it would favour White.

Peng expands the top a little with 65 and finally pulls off an upset.

When White resigns, the gap is nine points on the board.

White resigns after Black 209.

(*Monthly Go World*, July 2004. Translated by John Power.)

The 5th Chunlan Cup: Hu Yaoyu vs. Cho U

Although eliminated by Yi Ch'ang-ho in the semifinals, Hu Yaoyu of China had a good tournament, defeating Cho Chikun and Cho U of Japan. In his game against the latter, he unveiled a new strategy that had not been studied in Japan.

White: Hu Yaoyu 7-dan (China)

Black: Cho U 9-dan (Japan)

Komi: 7½; time: 3 hours each.

Played in Ningbo on 10 June 2004.

Commentary by Rin Kaiho 9-dan. Report by Kawakuma Hiroyuki.

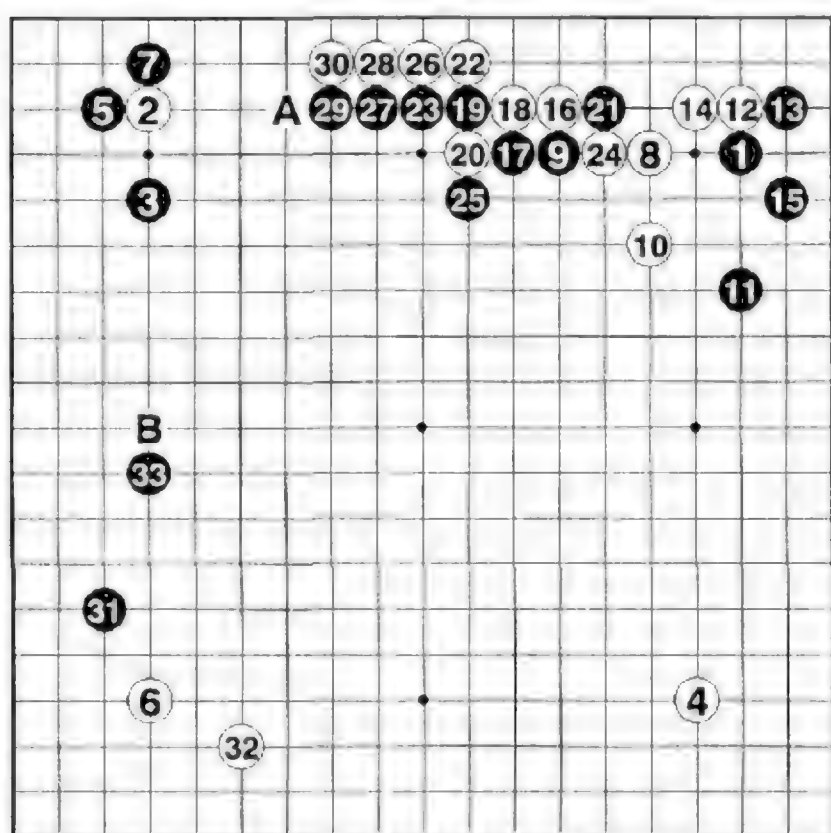
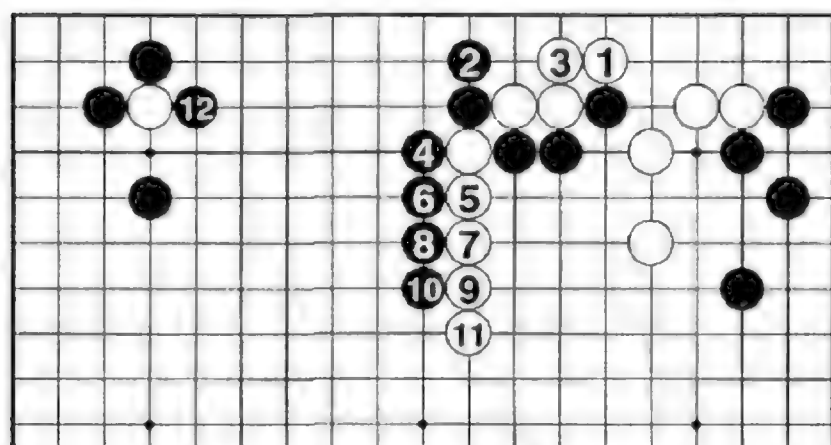


Figure 1 (1-33)



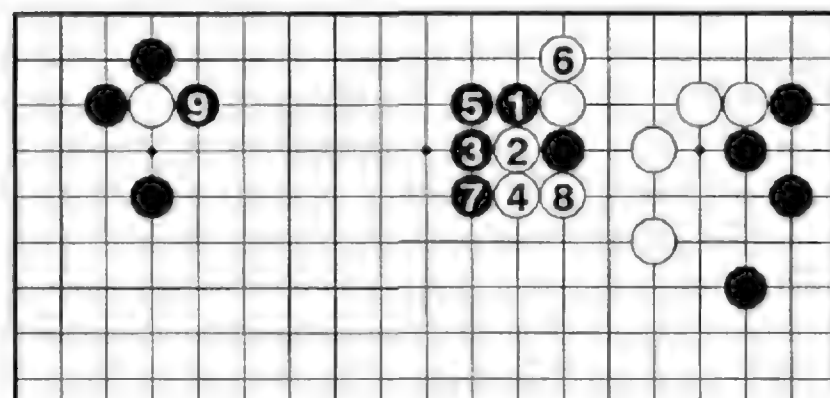
Dia. 1: played in Japan

Figure 1 (1-33). A surprise for Cho

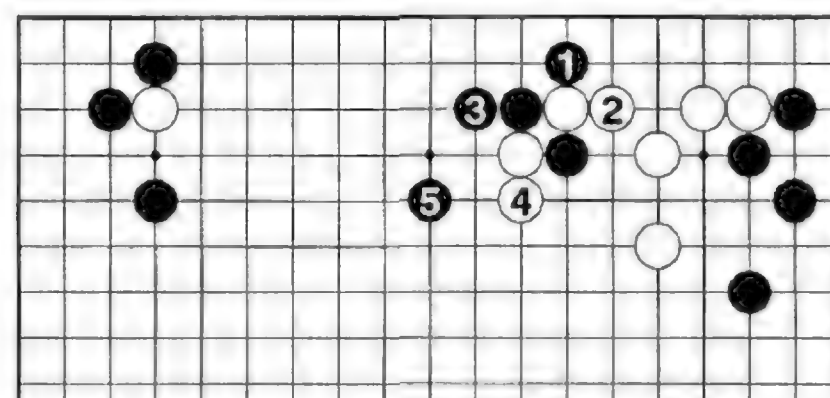
Black 17 could also be at 18, but pulling back at 17 is also a joseki. What is new is White's 22-24 combination. In Japan, the variation shown in Dia. 1 has appeared in professional play. Cho probably expected the continuation to 12 (Black might also go all out and play 12 on the centre left star point).

Rin: 'If White plays 22 and 24, he can capture the black stone at 21. However, after 25, White has to crawl along the 2nd line a number of times with 26 on. For that reason, players in Japan concluded the result was bad for White and didn't study it any further. However, 22 and 24 are very territorial and seem to be an effective strategy. We may have to rethink Black 17.'

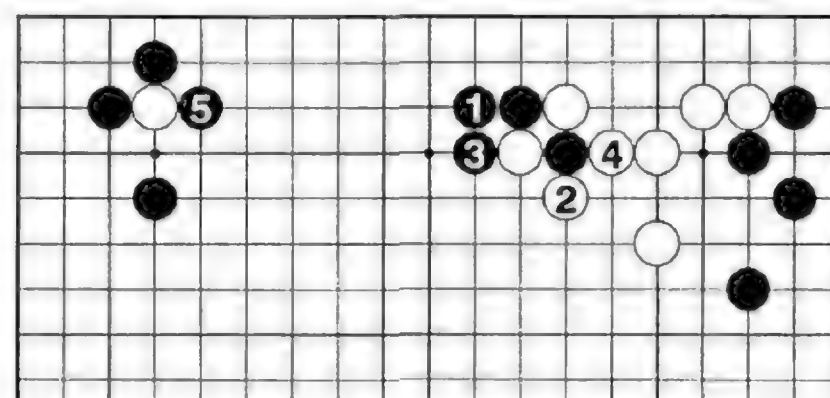
Rin showed the sequence in Dia. 2. When White cuts at 2, Black has a number of options. One is playing the atari at 3. Another is the 1-3 combination in Dia. 3. Black could also keep the atari at 1 there in reserve and simply pull back at 1 in Dia. 4. Any of these variations would be an improvement on the game.



Dia. 2: alternative 1



Dia. 3: alternative 2



Dia. 4: alternative 3

Black 31 would usually be at A, but that would make White B a perfect move. The fact that Black has to hasten to play 31 and 33 shows that already the game is tough for him.

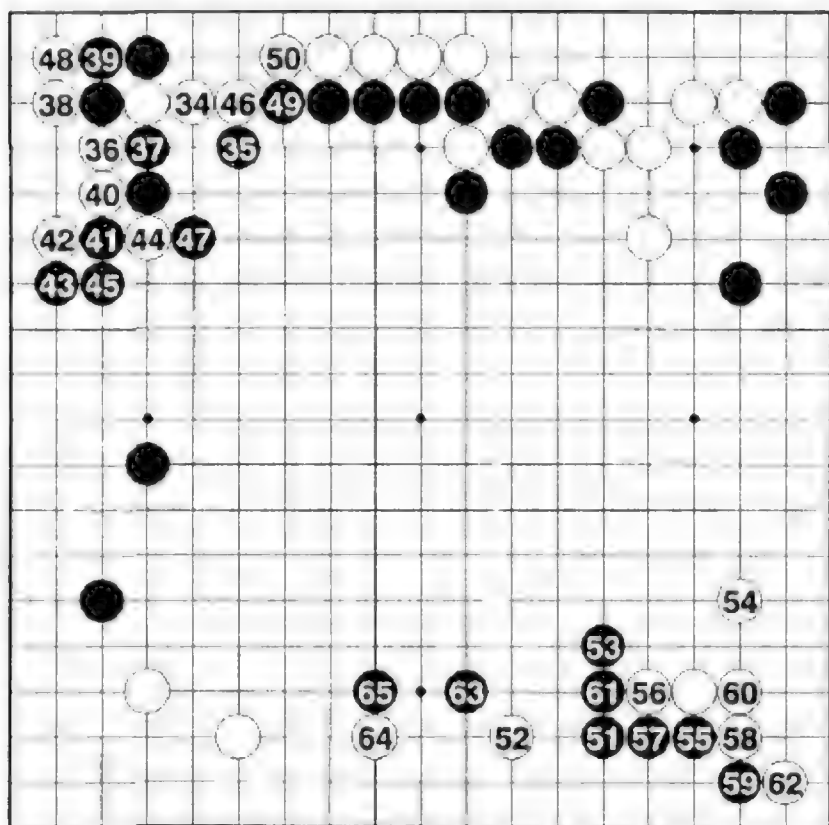


Figure 2 (34-65)

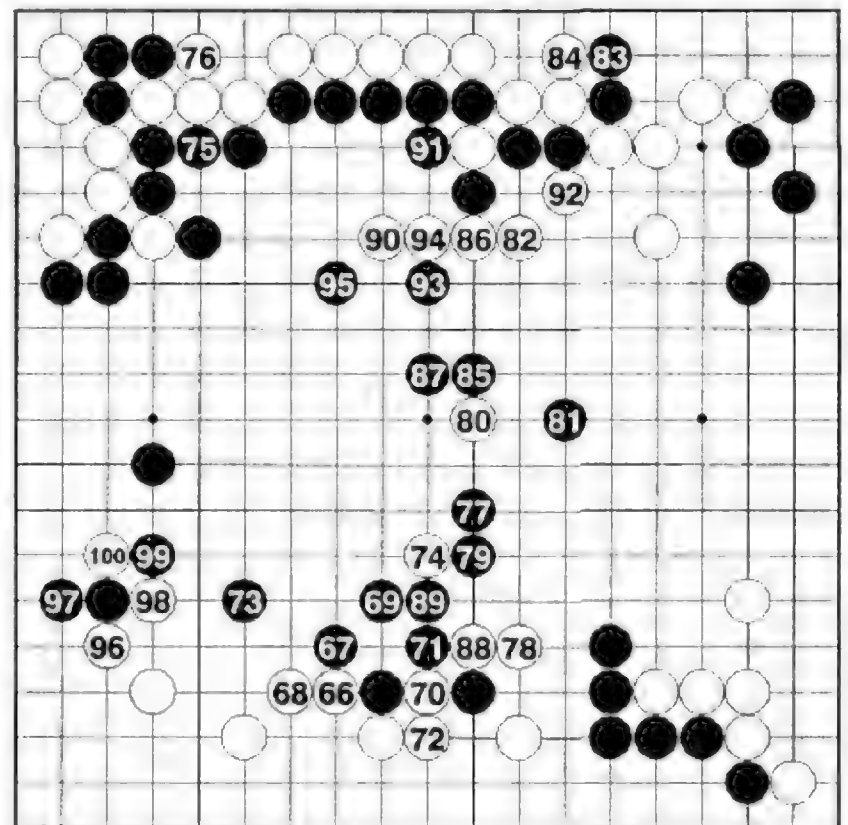
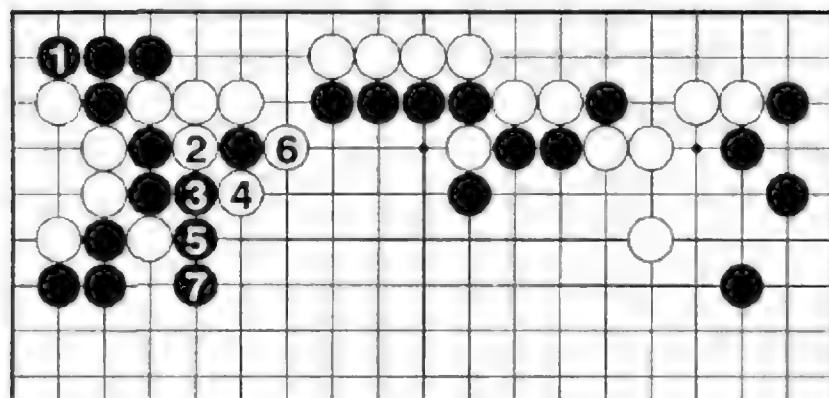


Figure 3 (66-100)



Dia. 5: Rin's preference

Figure 2 (34-65). A territorial lead for White

White 34 is an exquisite probe. If Black plays 35 at 36, White plays 49, so Black has no choice about 35. White secures a lot of profit. Rin: 'The game is now one that White can play while counting.'

Black 47. Rin: 'Cho chooses thickness. I wouldn't have the patience for this, so I would choose 1 in Dia. 5. However, that's not to say that the result is good for Black.'

Figure 3 (66-100). Hu's clever reducing manoeuvre

Black builds an enormous moyo up to 73, but White 74 is a splendid reducing move, according to Rin. In response, Black 88 is the proper move, but then White would reduce at 80, and Black wouldn't have enough territory. White 74 aims at both 78 and 88 — it puts pressure on the six black stones to the right.

Black 79 is forced. Black makes a grand flourish with 81 in response to White 80, but White judges that the modest reduction of 82 is sufficient. In fact, the game is not an easy one for Black.

Figure 4 (101-164). A fine win for Hu

White 6. Rin: 'One would be tempted to attack with White 28, but 6 urges Black to link up while including the later forcing moves of 28 and 30 in his territorial calculations. The way he wraps up the game without taking any risks is impressive. When Black resigns, the game is a contest on the board — there's no way he can give the komi.'

Black was out of the game after 22 and 24 in Figure 1. This was an excellent game for Hu — perhaps even a masterpiece.

Black resigns after White 164.

(Go Weekly, 28 June 2004. Translated by John Power.)

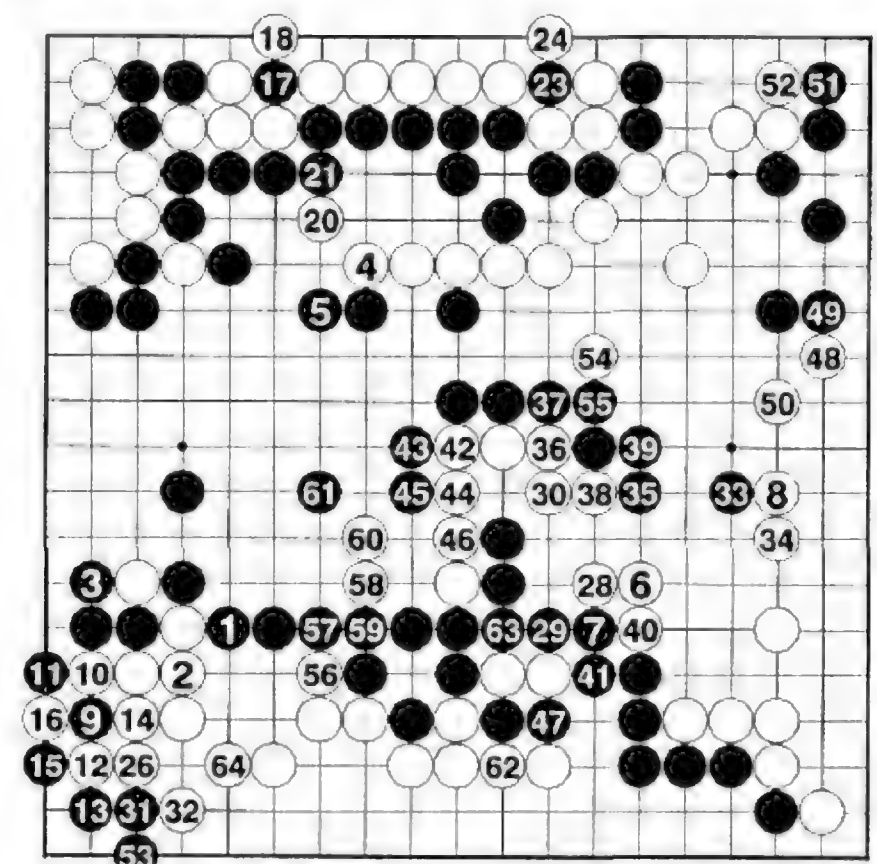


Figure 4 (101-164)

ko: 19, 22, 25; 27: connects

An International Rivalry: Yi Ch'ang-ho vs. Yoda Norimoto

Two of the leading rivals on the international scene are Yi Ch'ang-ho of Korea and Yoda Norimoto of Japan. Of course, the former has far outstripped all other players in achievement, but in individual encounters these two players have been very evenly matched. Yoda, who is nine years older than Yi, did better at first, but Yi has steadily caught up over the last five years or so. They played two games in early June this year, winning one each and keeping the score even, with eight wins each. No one else has done so well against Yi over so many games in the international arena.

The complete record of their games is given below. A check of the *Go World Index* reveals that only three of them have been published in this magazine, which is certainly remiss of us. We would like to take a step towards remedying that by presenting their two most recent games.

17th Fujitsu Cup quarterfinal

White: Yoda Norimoto 9-dan (Japan)

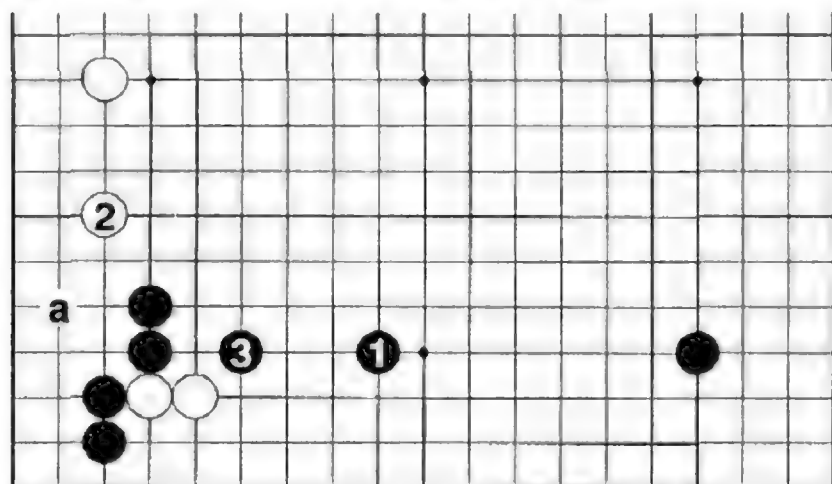
Black: Yi Ch'ang-ho 9-dan (Korea)

Komi: 6½; time: 3 hours each.

Played in Beijing on 5 June 2004.

Commentary by Rin Kaiho 9-dan.

This game was played at the Chinese Ki-in, though unfortunately no Chinese player had survived to the quarterfinals. Without a local player to focus on, most of the reporters present at the start of play clustered around this game, which was certainly the most dramatic pairing.



Dia. 1: Rin's proposal

Figure 1 (1-26). Yoda's good start

Black 13 is solid. After the game, Yi commented that he didn't want to see White extend two spaces, then slide (that is, 2 and 'a' in *Dia.*

1). Rin commented that Black should have played 13 at 1 in *Dia. 1*. Even if White plays 2, Black captures the two white stones with 3, so the peep of 'a' won't be sente.

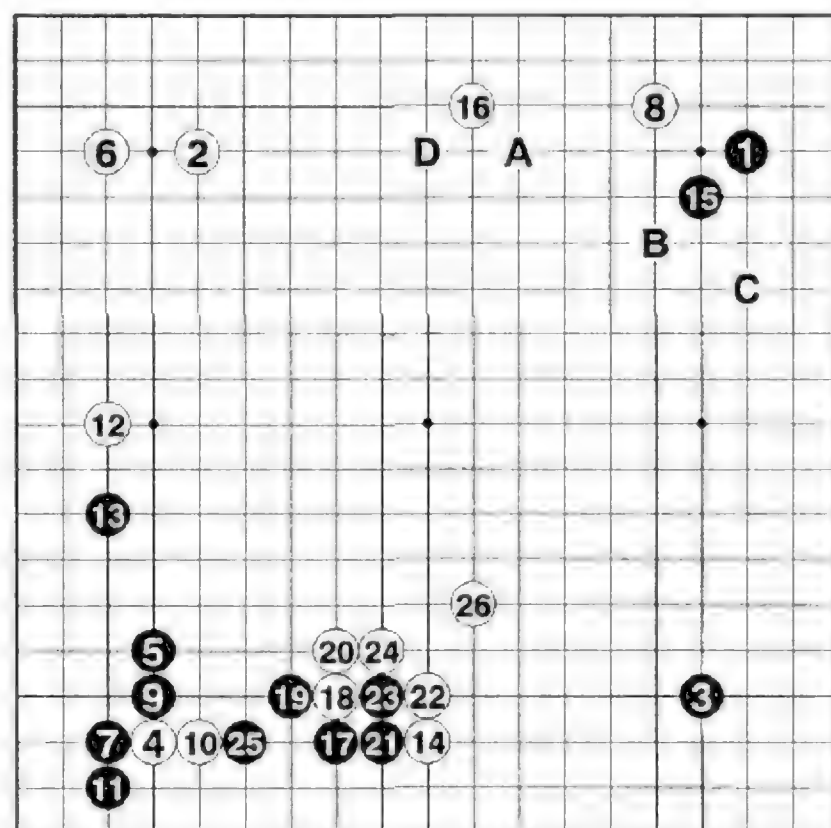
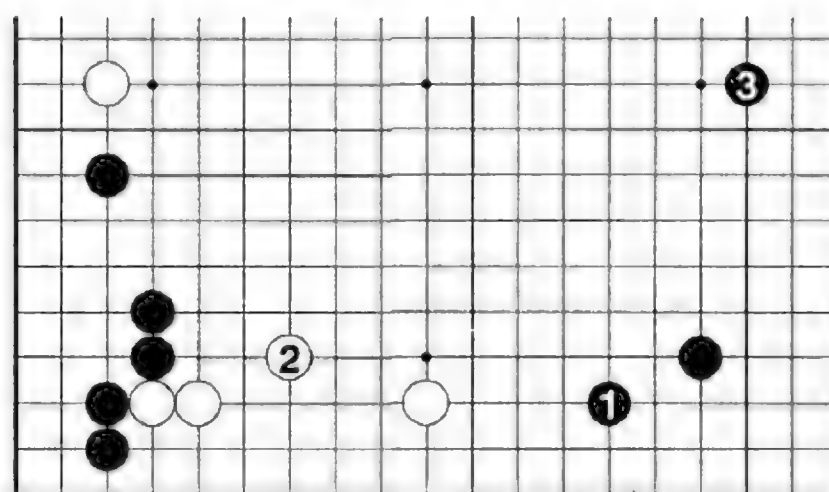


Figure 1 (1-26)



Dia. 2: better for Black

Black 15 is another tight move. Making a pincer at A, followed by White B-Black C-White D, is also feasible, but Yi's strategy is to let White set up a moyo at the top, then invade later. This perhaps indicates his confidence in his endgame. Even so, White is satisfied when he extends to 16.

Black 17 is dubious. Rin: 'The bottom left black group is already settled. Capturing two white stones on top of that makes the group overconcentrated.' Yoda commented after the game: 'Capturing the two stones was small. I was grateful.'

Instead of 17, Black should play 1 in *Dia. 2*, forcing White to defend at 2, then develop along

the right side with 3. Black 1 could also be one line further to the left.

Yoda promptly discards his two stones with 18 on, making good shape up to 26. The game is already an easy one for White.

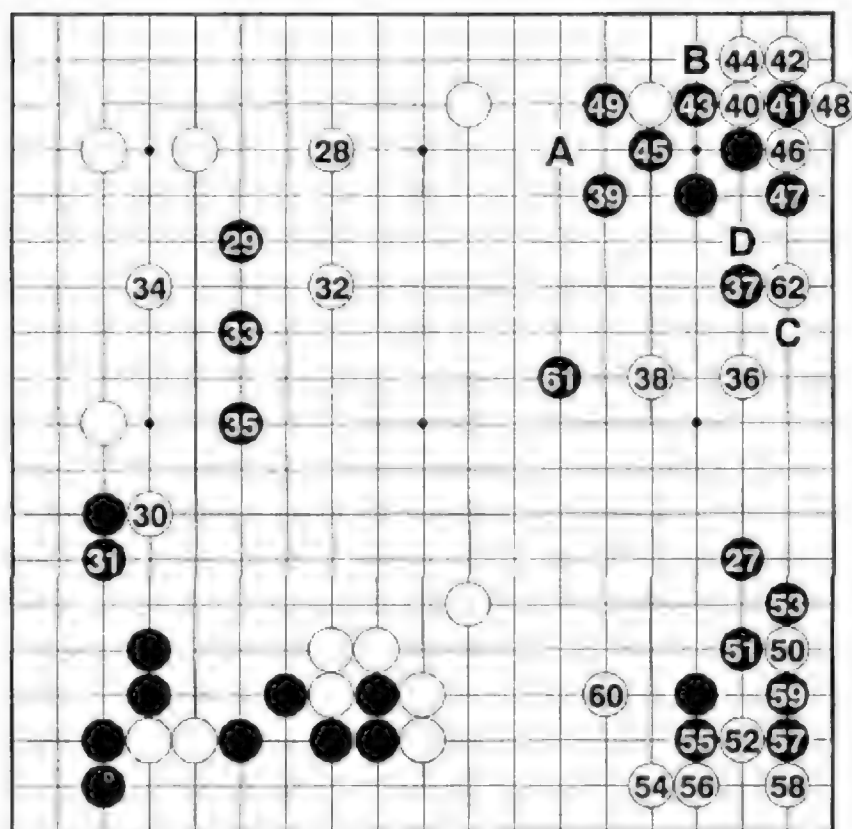
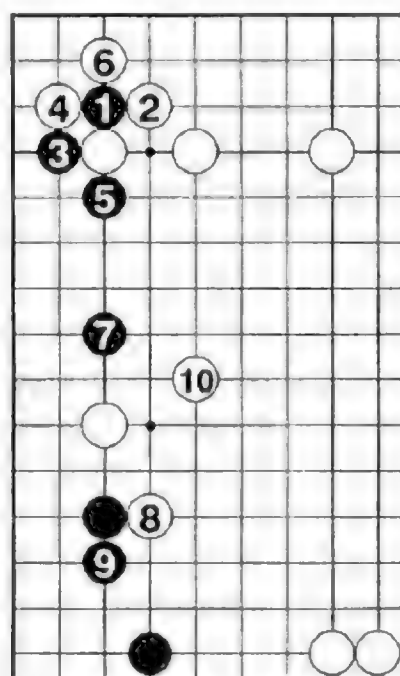


Figure 2 (27-62)



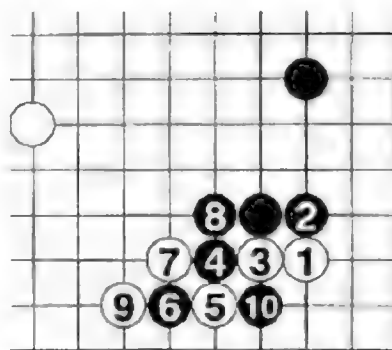
Dia. 3: a conventional strategy

Figure 2 (27-62). Skilful play by Yoda

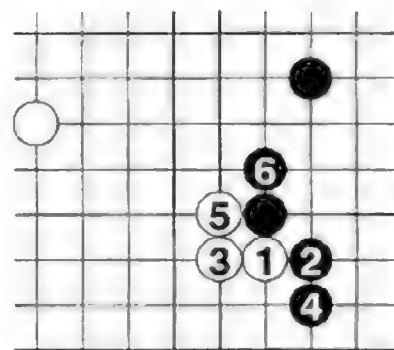
After 28, Black has to start reducing White's moyo, but 29 is an unusual way to do so. 'This is not the instinctive move for a professional,' said Rin. One standard strategy would be to start with the probe at 1 in *Dia. 3*, then switch to the outside up to 7. However, attacking with 10 looks good for White.

White makes a leisurely attack with 32. If he tries to attack more severely, he will probably just help Black to settle his stone.

White 40 is a shrewd move: White lives in sente in the corner. If instead he answered Black 39 with White A, he would take gote.



Dia. 4



Dia. 5

Black can't omit 49, as permitting White B would be unbearable.

White 50. 'Both the timing and the location of this move are perfect,' said Rin. Black would have liked to defend at 55 before an invasion, but he didn't have a chance to. The usual corner invasions are shown in *Dias. 4* and 5, but in both of these variations Black gets quite a bit of corner territory. In the game, White takes more profit than in the diagrams.

White is doing well in territory, so Black has to attack, but 62 is a good answer to the cap at 61. If Black makes a hane at C, White will be able to squeeze and settle his stones; if Black does nothing, the continuation of White D will immediately settle White's group. Rin: 'Because of 62, Black immediately loses all interest in attacking here.'

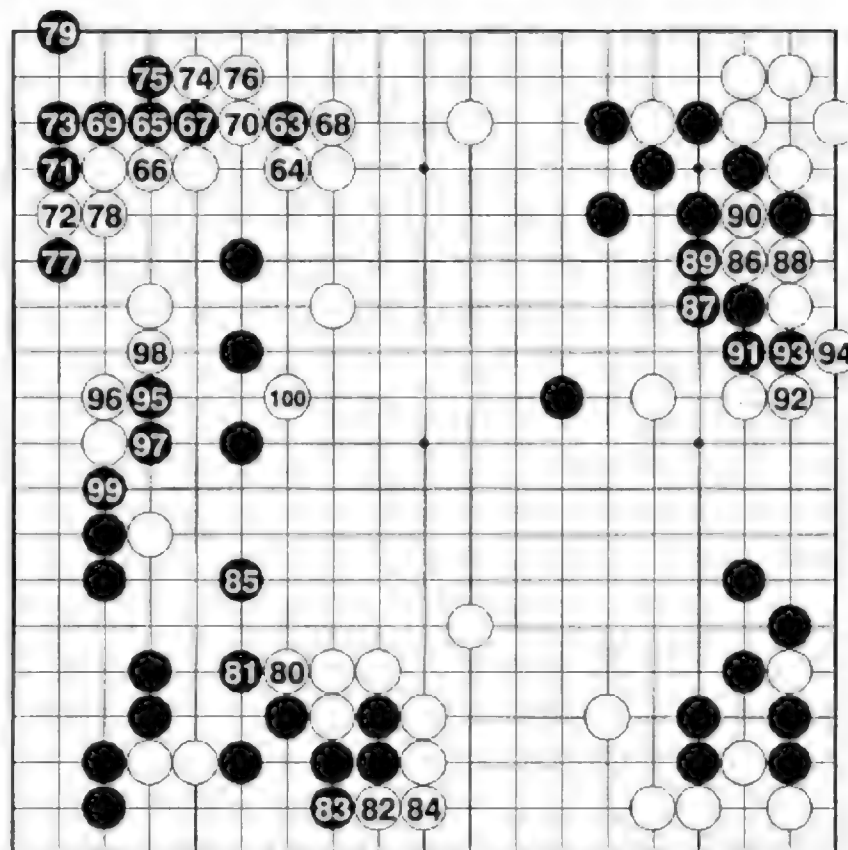


Figure 3 (63-100)

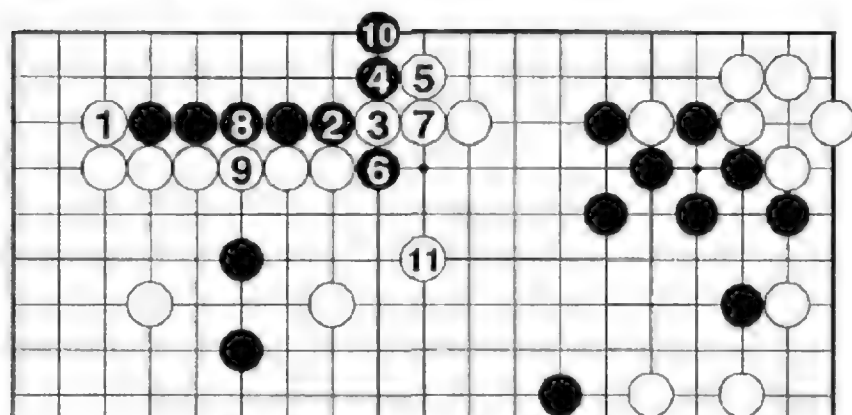
Figure 3 (63-100). White takes the lead.

Black 63. Laying waste to the top left corner is the only strategic option left open for Black.

White 68. If White blocks at 69, the sequence in *Dia. 6* follows. In this variation, the stone at 6 remains a thorn in White's side, so he will need

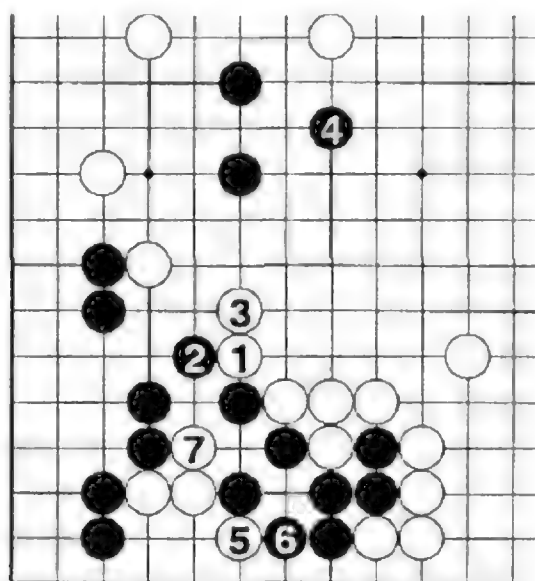
to take control of it with 11. That means that he takes gote, whereas in the game he ends in sente.

Black takes the opportunity to slip in the clamp of 77, then makes life with 79. He has done well in the corner, and the professionals in the pressroom believed that the game was close. However, Yoda thought that this result was good enough for White.



Dia. 6: good for Black

White 80 exploits a defect in Black's shape. Black seems to have completely captured the two white stones, making his group safe, but appearances are deceptive. White 82 and 84 next are sente. If Black omits 85, White hanes at 1 in *Dia. 7*, then extends at 3. That threatens the black stones above, so Black will want to reinforce them with 4. White then hanes at 5, threatening to link up, but if Black blocks at 6 he has no answer to White 7.



Dia. 7: White's threat

For the above reason, Black 85 is necessary, but that means that White has played an end-game sequence worth over ten points in sente. If instead Black were the one to hane and connect, he could aim at a clamp next, so the difference is enormous.

With his sente, White switches to 86, linking up his side group to the top and eliminating his last worry.

Rin: 'The game may look close, but White is thick. He is clearly ahead.'

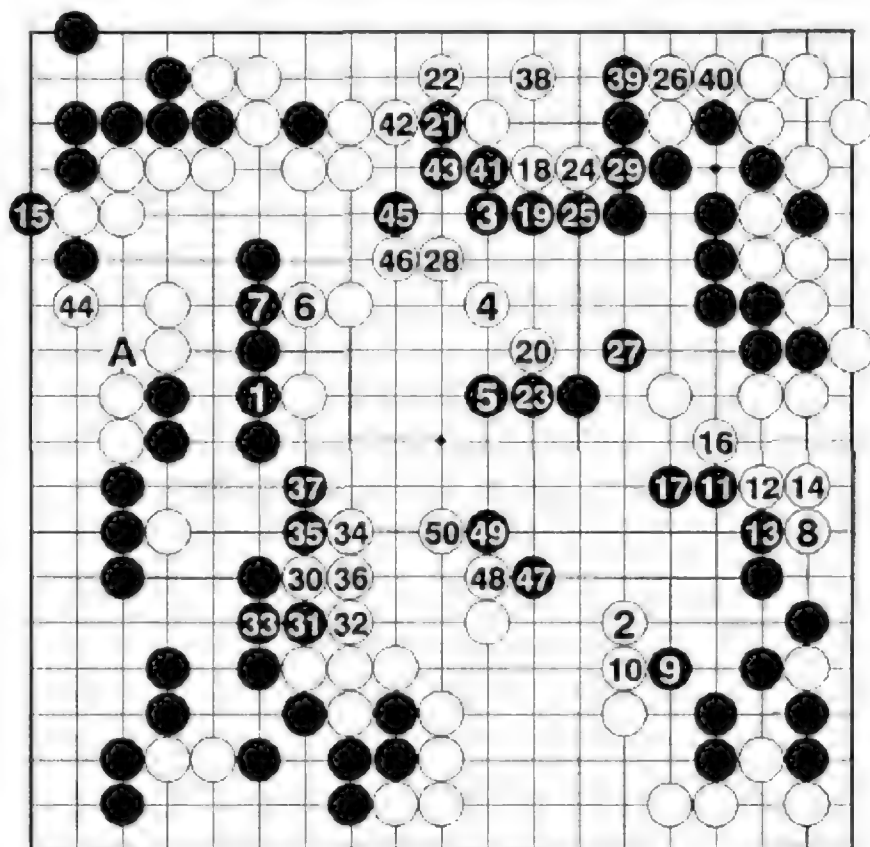
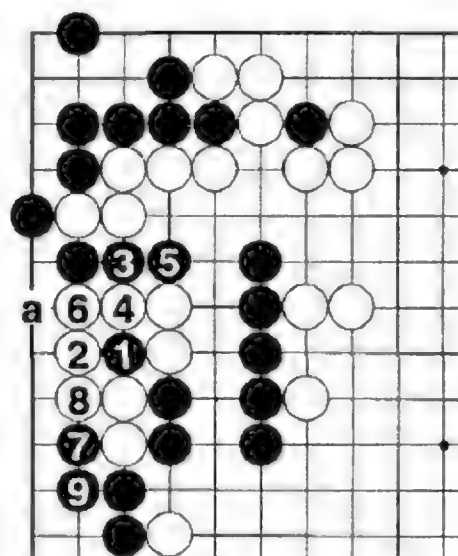


Figure 4 (101-150)



Dia. 8: White lives

Figure 4 (101-150). The game is decided.

White 4 is a little risky — playing two lines lower (at 5) would be safer. Black can aim at cutting off some of the scattered white stones in the centre.

Black 9 is necessary, as White 8 threatens the eye shape of the black group.

Black 15 raises the question of whether White can tenuki against the threat of Black A. *Dia. 8* shows the answer. After 1 to 9, White 'a' is sente, so White can make two eyes.

White 34. Rin commented that the game was now decided.



Yoda Norimoto

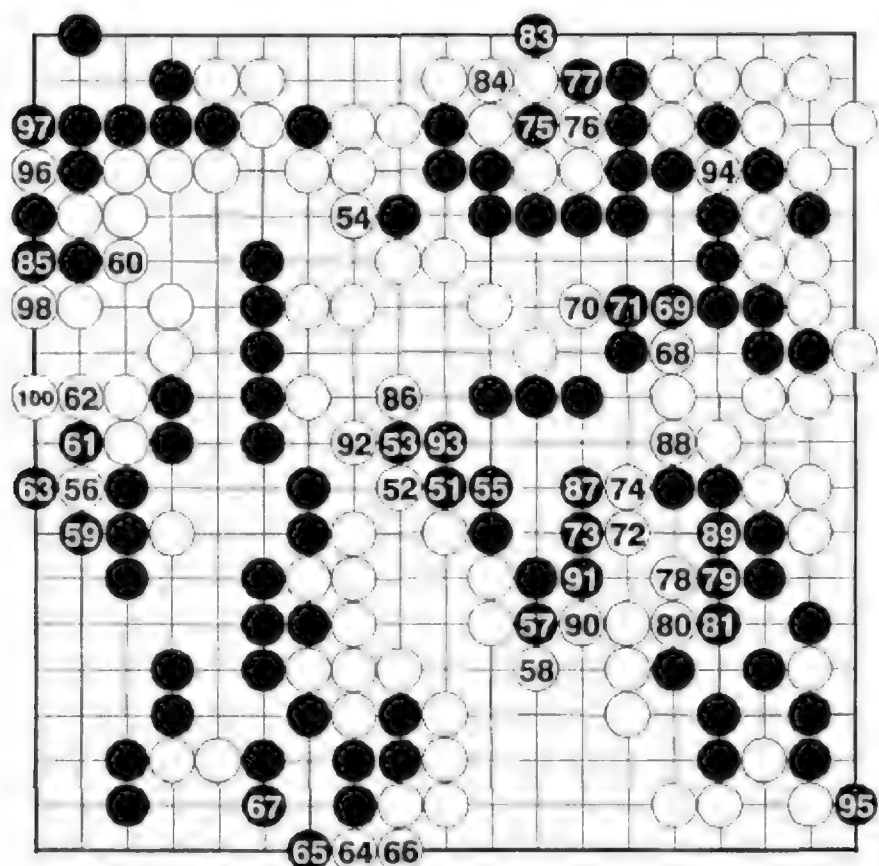


Figure 5 (151-200)

82: connects (at 75); 99: connects (at 96)

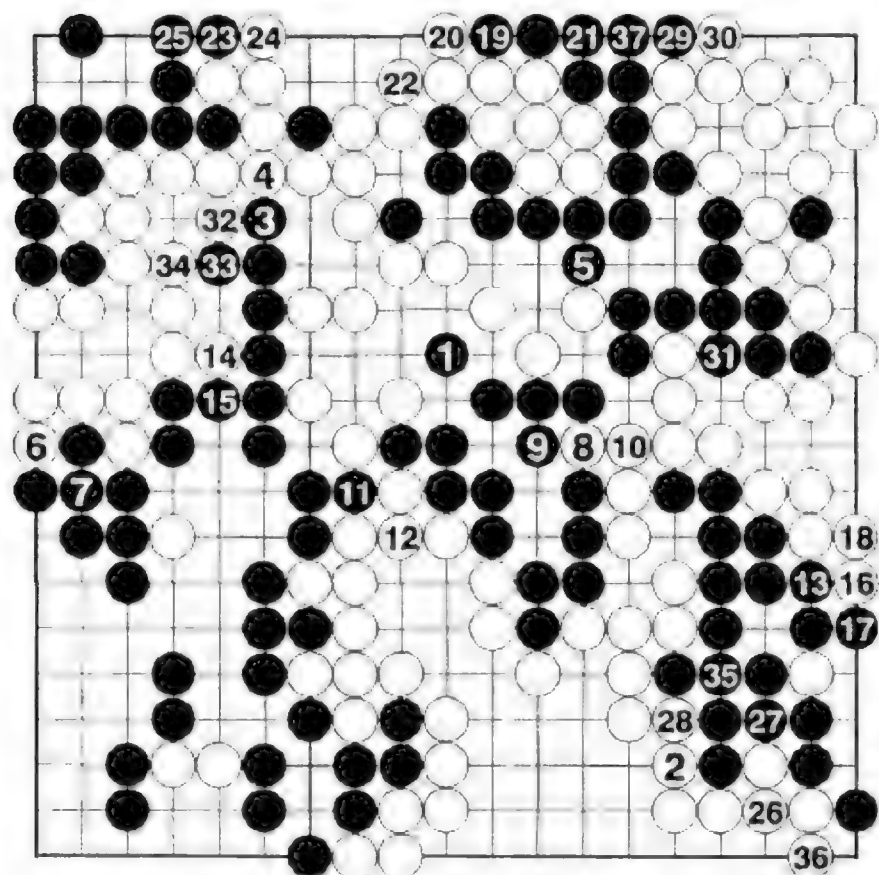


Figure 6 (201-237)

Figure 5 (151-200), Figure 6 (201-237)

It's only natural that the winner of the game looks stronger. Yoda certainly shone in this encounter with Yi, but just over a week later the boot was on the other foot.

White wins by 3½ points.

(Adapted from the Yomiuri Newspaper)

Teda Cup

This is a special invitational tournament, more details of which are given in the news section. Unfortunately, we have access to only a very brief commentary.

Yoda vs. Yi Ch'ang-ho

- 1 (2 Feb. 1991). Yoda (W) by 2½
- 2 (4 Feb. 1991). Yi (W) by 4½
- 3 (26 March 1991). Yoda (W) by 2½ (GW65)
- 4 (28 March 1991). Yoda (B) by resig. (The above games were played in an Igo Club-sponsored Challenge Match.)
- 5 (27 July 1993). Yoda by 3½ (5th TV Asia, Round 1)
- 6 (1993). Yoda by 1½ (5th Tong Yang Securities Cup)
- 7 (1998). Yoda by ½ (10th TV Asia Cup)
- 8 (23 April 1999). Yi (W) by ½ (1st Chunlan Cup semifinal) (GW86)
- 9 (20 June 1999). Yoda (B) by 2½ (11th TV Asia Cup final) (GW86)
- 10 (4 May 2000). Yi by 3 (4th Ing Cup)
- 11 (29 May 2000). Yi (B) by 6½ (12th TV Asia Cup)
- 12 (22 March 2002). Yi (B) by 1½ (1st CSK Cup)
- 13 (15 April 2002). Yi (B) by 3½ (15th Fujitsu Cup)
- 14 (7 July 2003). Yi (W) by resig. (16th Fujitsu Cup, play-off for 3rd place)
- 15 (5 June 2004). Yoda (W) by 3½ (17th Fujitsu Cup)
- 16 (13 June 2004). Yi (W) by 6½ (Teda Cup)

Score to date: 8-8

White: Yi Ch'ang-ho 9-dan

Black: Yoda Norimoto 9-dan

Played in Tianjin, China, on 13 June 2004.

Komi: equivalent to 7½; time: 3 hours each.

Commentary by Komatsu Hideki 9-dan.

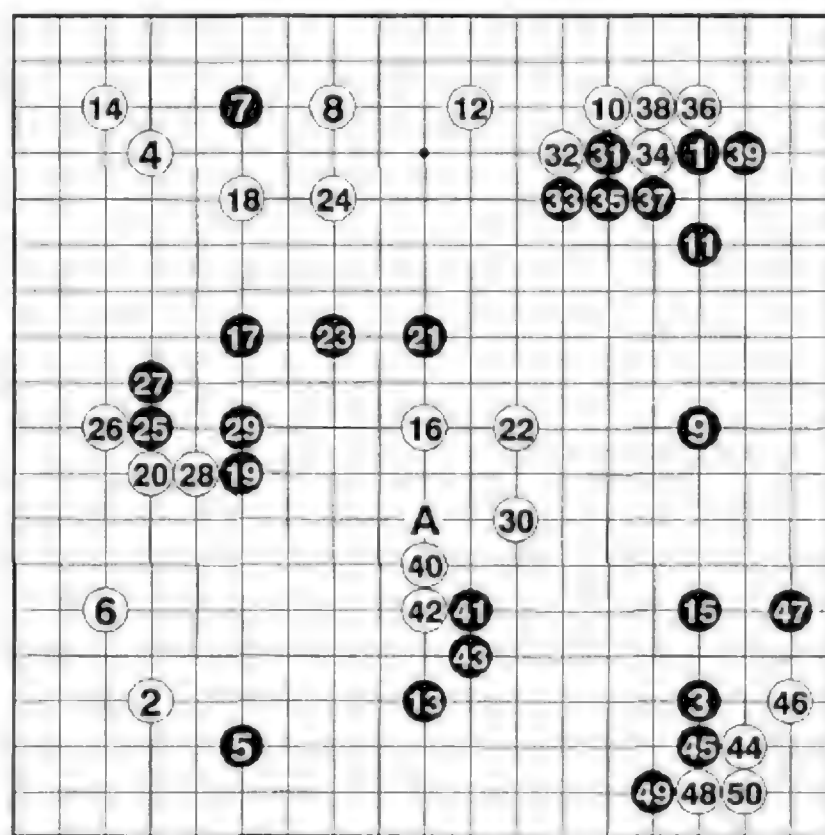


Figure 1 (1-50)

Figure 1 (1-50). Aerial fight

After White 16, Black's next move is extremely difficult, but I think that 17 is a very good guess. At least, if Black gets to cap at 21, it's inconceivable that he will get an unfavourable result.

However, I can't help wondering about Black 25 and 27. After White 30, Black builds thick-

ness in the top right with 31 on, but to some degree this thickness overlaps with the thickness built by 25 and 27.

After White 38, one would like to attack the centre white group, but it's hard to find a specific way to do so (though one's first instinct is to play Black A). Black therefore descends at 39 (which is a typically patient Yoda move), but when White builds a comfortable position for his centre group with 40, my impression is that the result is slack for Black.

Black now applies pressure with 41, trying to take profit by harassing White, but . . .

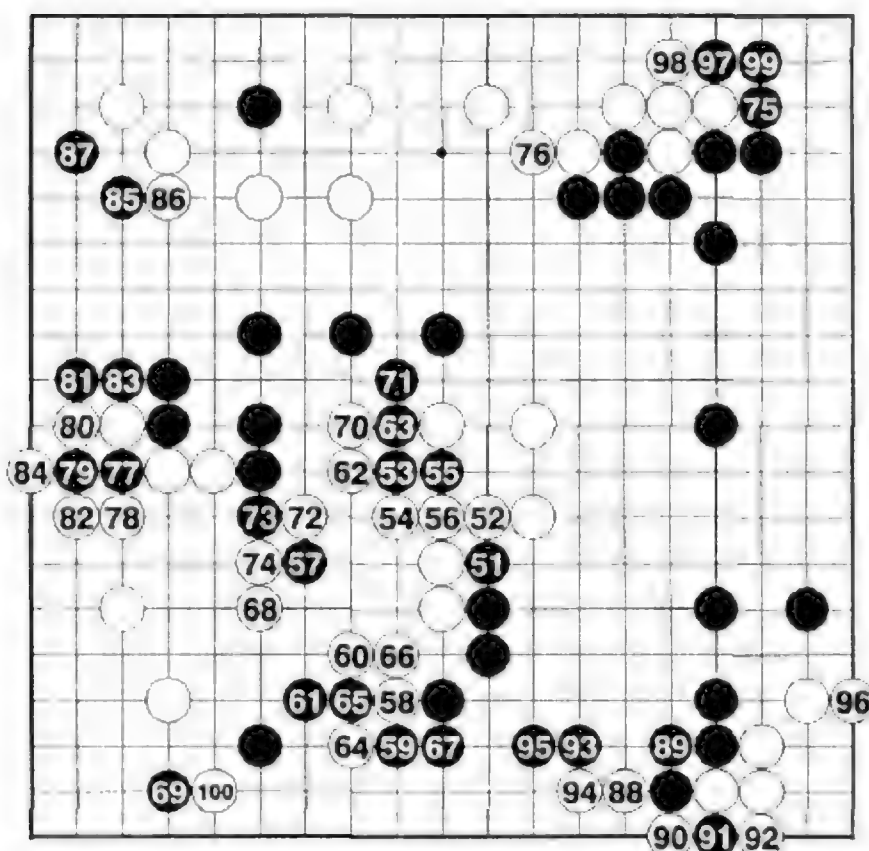


Figure 2 (51-100)

Figure 2 (51-100). *White is untroubled.*

Up to 74 Black doesn't make any significant gains.

White 100, cutting across the knight's move, is an impressive tesuji.

Figure 3 (101-150). *Exchange of tesujis*

Black 1. If Black intercepts at 8, White attaches at 19 and secures all the corner territory, so countering with 1 is natural.

White 2 is the follow-up tesuji. The moves to 9 are the best for both sides — this is an impressive sequence.

When White switches to 10, the game is close on the board. After this, all that's left is to appreciate the assurance with which Yi wraps up the game.

Figure 4 (151-200), Figure 5 (201-221)

White wins by 6½ points.

(Go Weekly, 5 July 2004. Translated by John Power.)

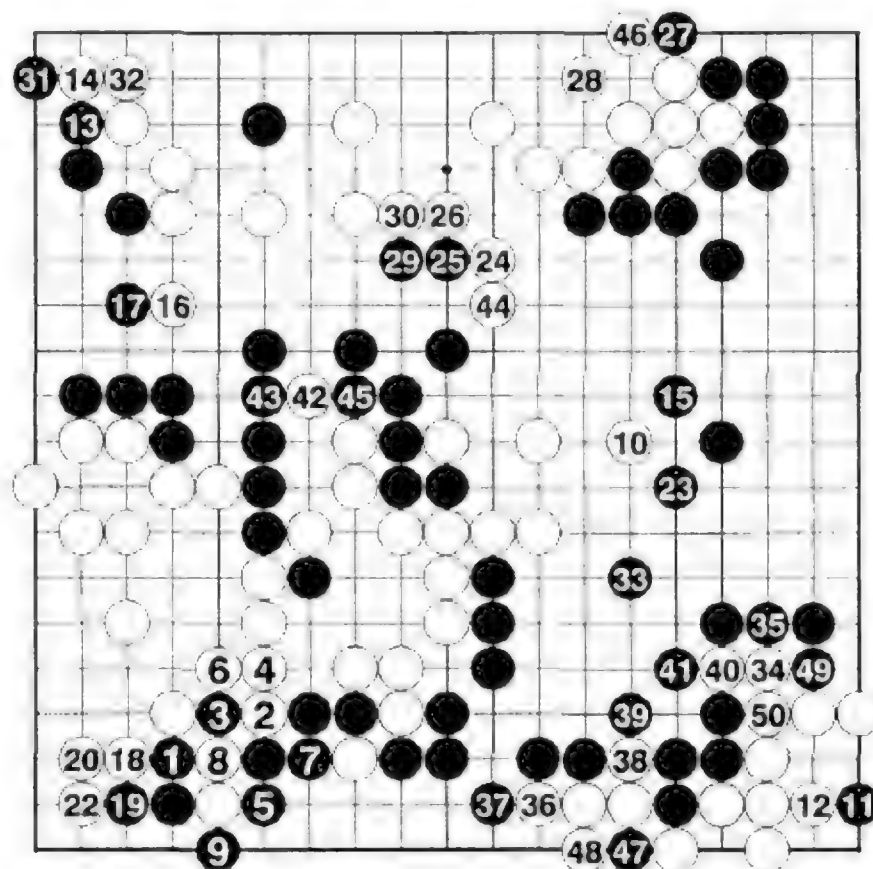


Figure 3 (101-150)

21: captures two stones

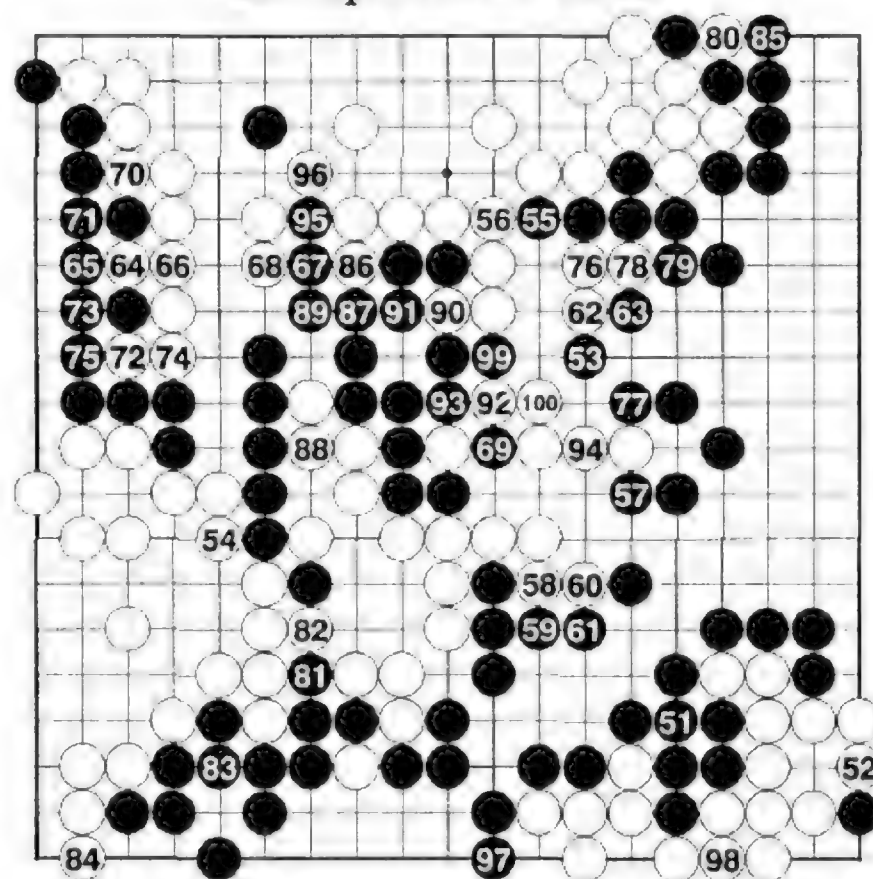


Figure 4 (151-200)

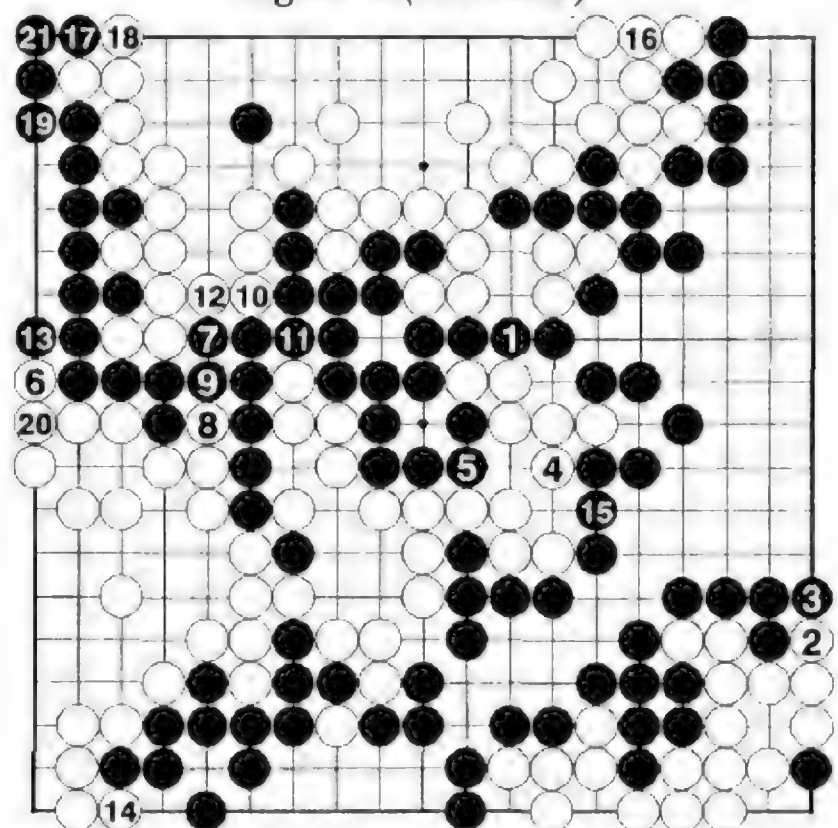


Figure 5 (201-221)

The 28th Kisei Title Match, Game 3: Yamashita vs. Hane

Yamashita had made a bad start to his title defence, losing the first two games with no sign of the high-spirited play that won him the Kisei title last year. He came to the third game badly needing a win but needing even more to recover his usual form. The positive way he played put the challenger to the test and led to a great fighting game.

White: Yamashita Keigo Kisei

Black: Hane Naoki Tengen

Komi: 6½; time: 8 hours each.

Played in Kuwana City, Mie Prefecture, on 4 & 5 February 2004. *Commentary by Nakano Hiro-nari 9-dan. Report by Sano Makoto.*

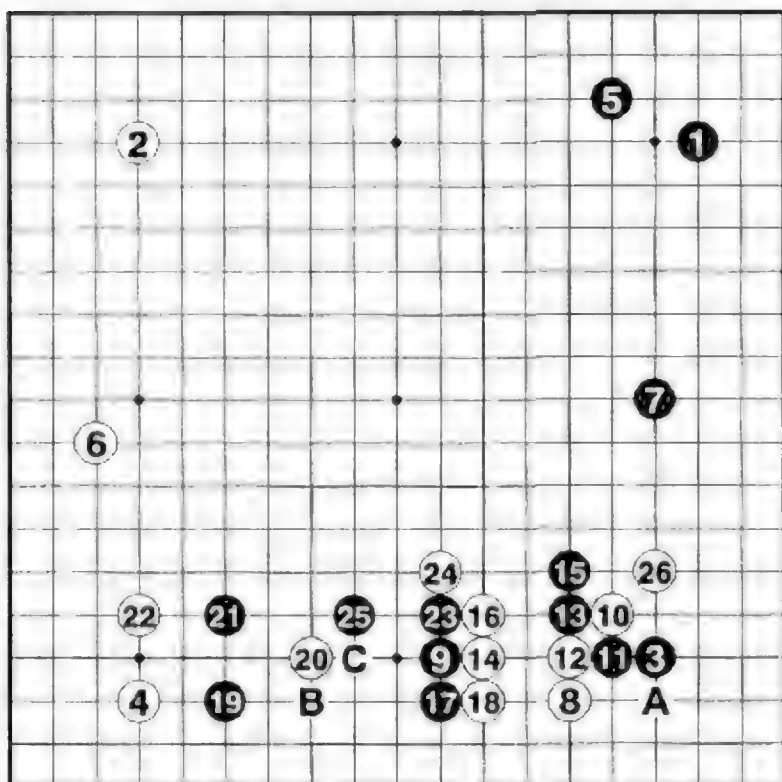


Figure 1 (1-26)

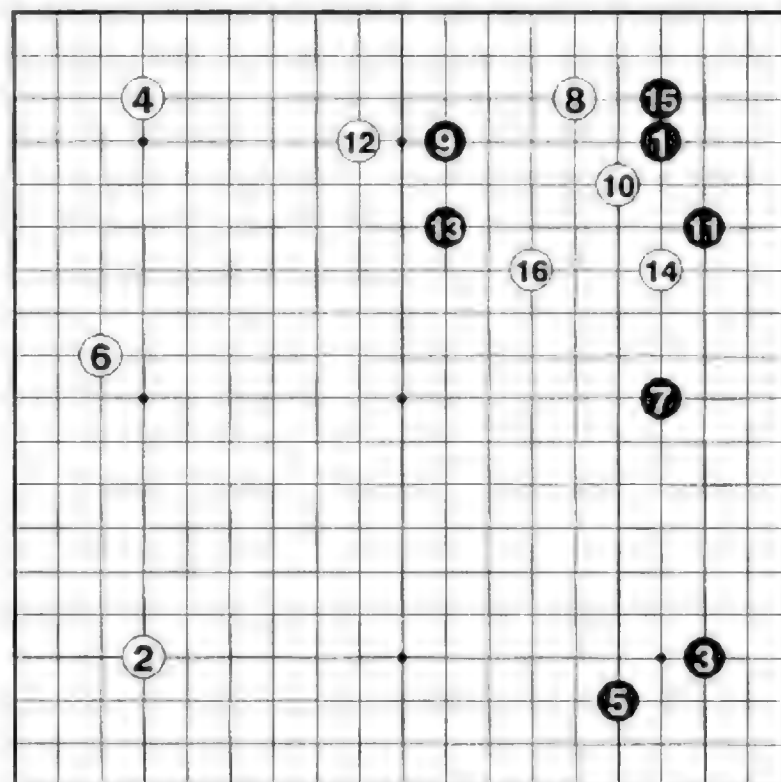
Figure 1 (1-26). A fighting start

Immediately after the game started, it came to a puzzling pause, as Hane sank into thought on the third move. The spectators following the game in the pressroom were at a loss to guess what he might be thinking about. In the end, he took 21 minutes on Black 3.

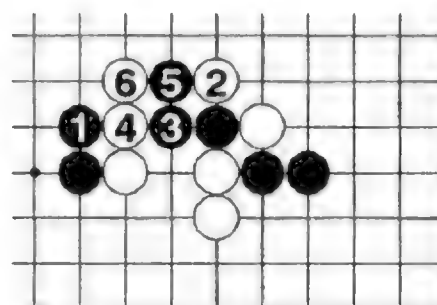
When queried after the game, Hane elucidated the mystery. 'I couldn't make up my mind between 3 and A,' he said. 'I had a premonition that if I played on the star point the sequence to 9 would follow and that White would probably press at 10.'

This was a surprising comment, as the players in the pressroom had speculated that 10 might be a new move. Hane: 'Actually, Yama-

shita and I played the same opening in a game two years ago [shown in *Dia. 1*]. When Yamashita pressed at 10, I answered with the knight's move of 11, and 12 to 16 followed. At the time, I felt that this was a little unsatisfactory for White, and I resolved that if the position came up again this time I would push along and cut.'



Dia. 1: Black dissatisfied



Dia. 2: sabaki tesuji

White 14 is a standard tesuji. If Black answers at 1 in *Dia. 2*, White counters with 2 to 6, which is bad for Black. Black 15 is the only move, so White can poke his head out with 16.

Black 19 is another aggressive move. The two-space extension to B would be solid but would have no effect on White.

White 20 is natural. If White answered passively at 22, Black would make good shape with C. When Black counters with 21 and 23, White more or less discards 20 — pulling it out may be unreasonable with his weak group nearby. Instead, he starts a fight on the right with 26.

This move seemed to take Hane by surprise. He spent 82 minutes pondering his reply, making it the slowest move of the game.

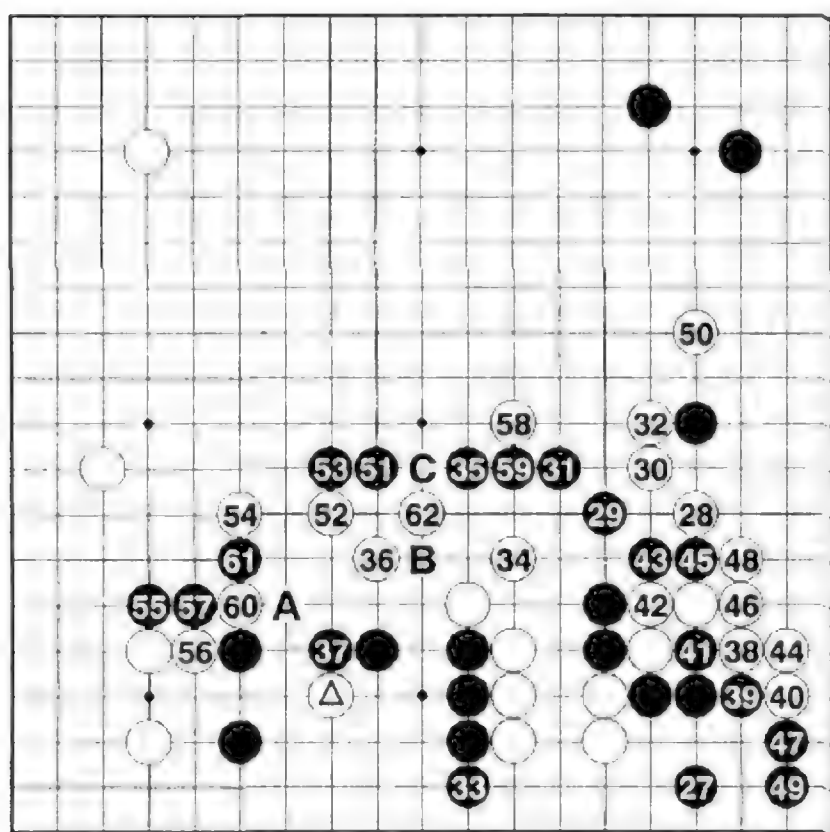
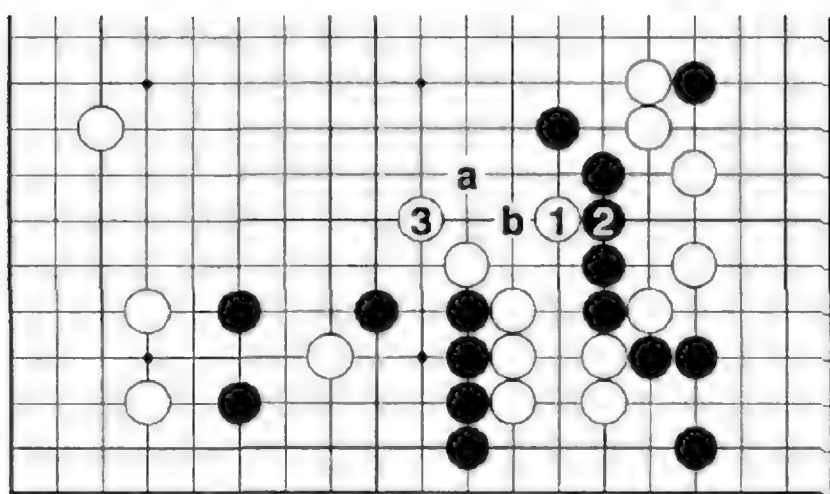


Figure 2 (27-62)

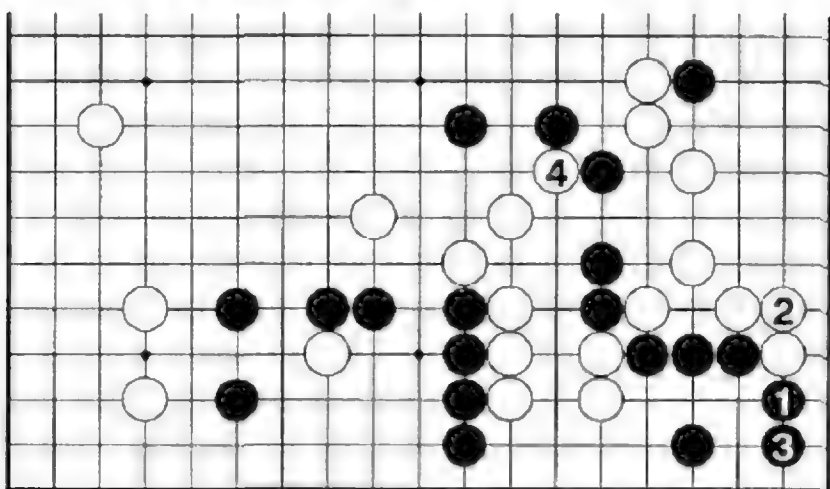


Dia. 3: not as efficient as it looks

Figure 2 (27-62). Both sides go all out.

Black 33 is a quiet but strong move. It threatens White's eye space while making it harder for him to pull out his marked stone.

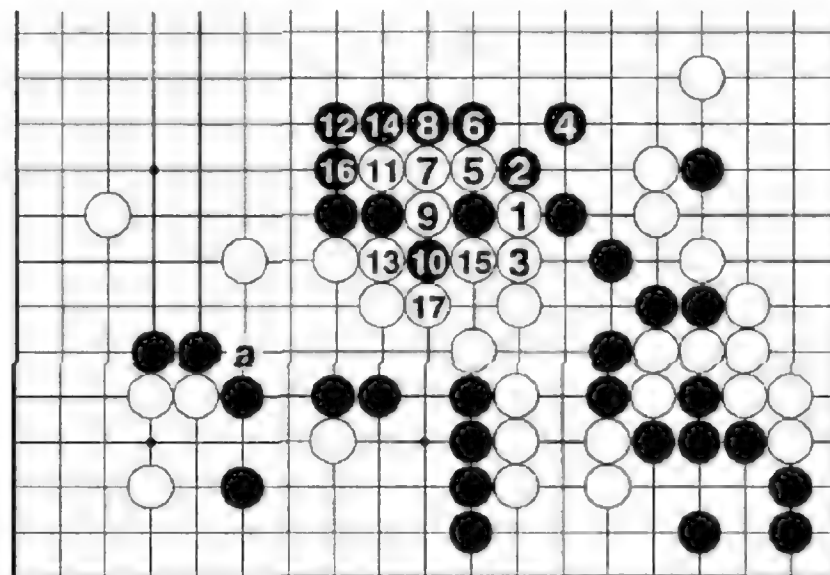
White 34 was the sealed move. White used two hours ten minutes on the first day to Black's four hours 38 minutes. The players following the game had given the sequence in *Dia. 3* as one possibility. This variation seems to develop more rapidly, but, if Black later attacks at the vital point of 'a', having to defend at 'b' is painful. White 34 is probably the proper move.



Dia. 4: White can cut

Black 41 and 43 are a superb combination. Without these moves, that is, if Black immediately defends with 1 and 3 in *Dia. 4*, White has the threat of 4 for later. This move cuts off something in the centre.

White takes profit on the right side with 50, and Black occupies the key point in the centre with 51. His attack on the white group below now becomes the focus of the game.



Dia. 5: White settles his group

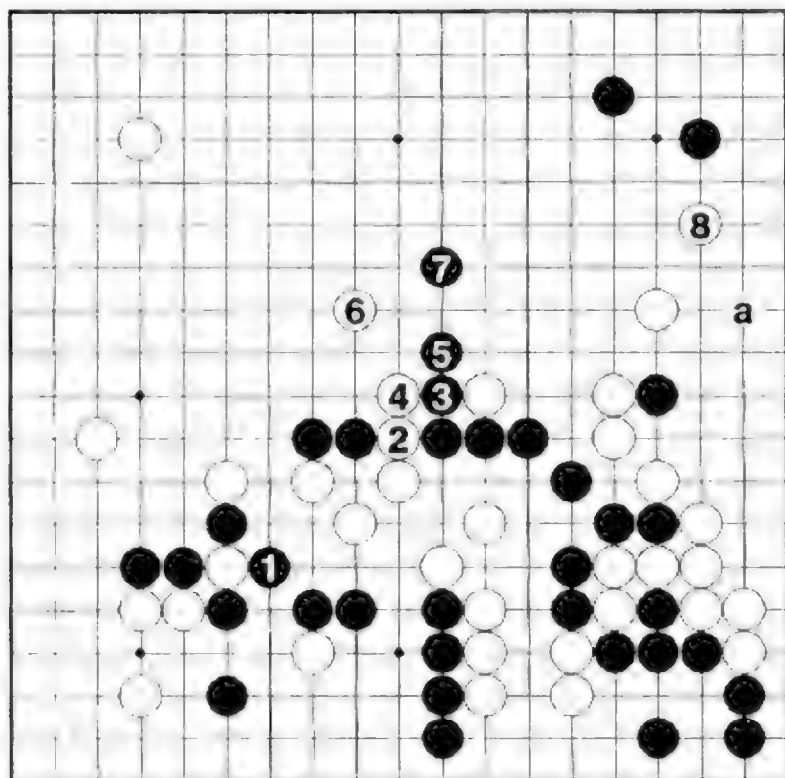
Black 55 is a leaning attack. White's blunt answer at 56 took the professionals following the game by surprise, as did his follow-up at 58. Nakano: 'In the pressroom, we expected that, having played 56, White would continue as in *Dia. 5*. White gains by securing definite life for this group while also setting up the cut of 'a' for later. I think that this variation would have been reasonable for White, but Yamashita was thinking of something severer.'

White 60 is the move in this game that caused the biggest stir in the pressroom. Black has no choice but to answer at 61. If White now pulls out his stone with A, Black will cut across the knight's move with B, and either the white group comes under severe pressure, being cut off or having to flee with an eyeless shape, or the two white stones to the left will be captured.

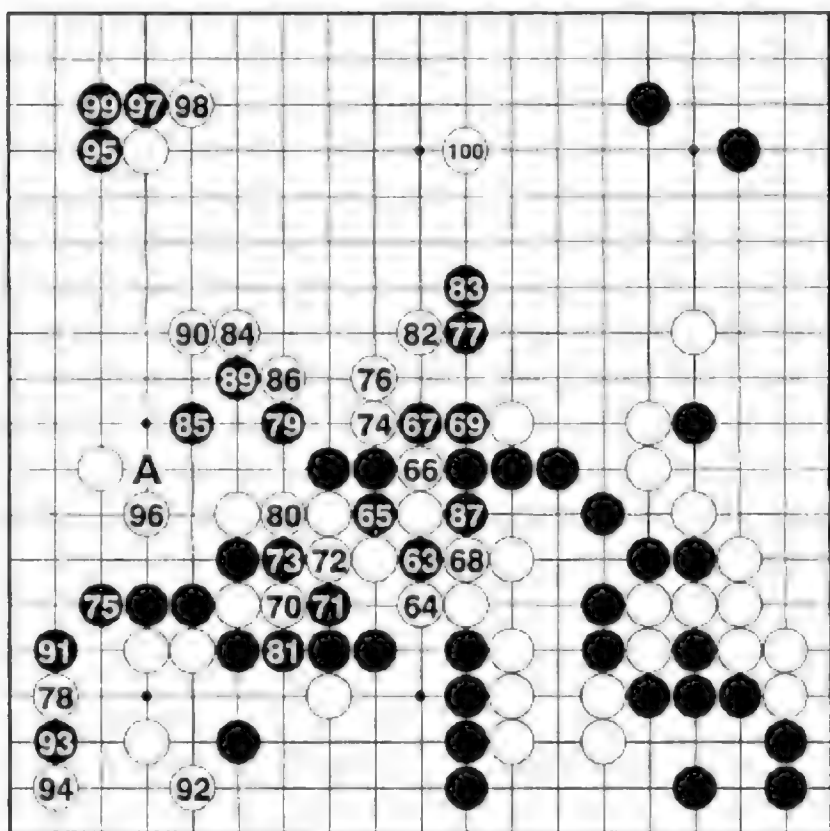
Yamashita's solution to his problems is the peep at 62. If Black simply connects at C, White can safely pull out his stone at 60.

In answer to 62, Black might seem to have no choice but to capture with 1 in *Dia. 6* (next page), but then White will break through into the centre with 2 to 6. After 7, he can defend the right side with 8, forestalling the large black move of 'a'. This would be quite satisfactory for White, so Black can't play this way.

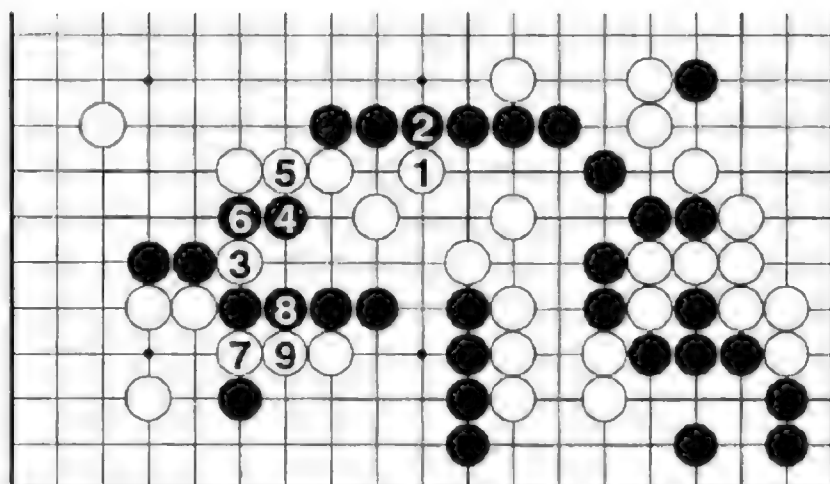
Black seems to be on the spot, but Hane has a brilliant counter prepared.



Dia. 6: good for White



*Figure 3 (63-100)
88: connects*



Dia. 7: satisfactory for White

can connect at 69. Then, in answer to 70, Black 71 is sente, so Black can capture the two white stones.

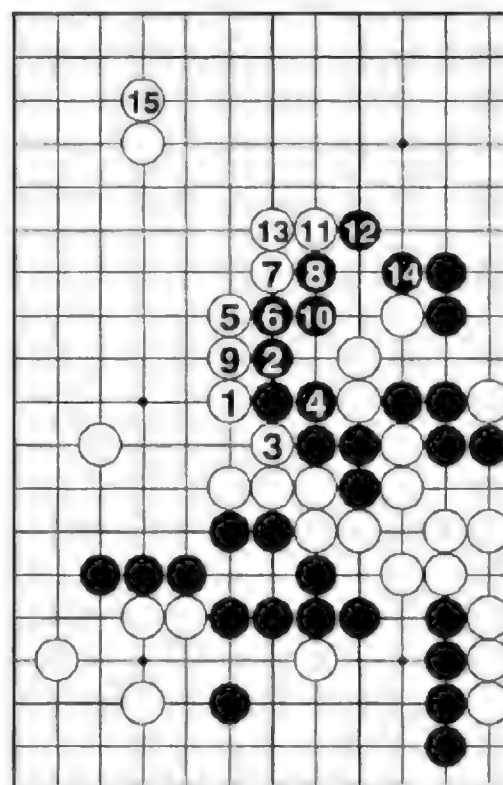
There is one plus for White. Since he gets an atari at 80, he can cut at 74. According to Nakano, this gives a close game.

In the light of this result, the question arises of whether White should have peeped immediately at 62 instead of 60, that is, played at 1 in *Dia. 7*. The result to 9 is forced and is satisfactory for White. Yamashita's decision to play 60 shows that perhaps he overlooked Black 63.

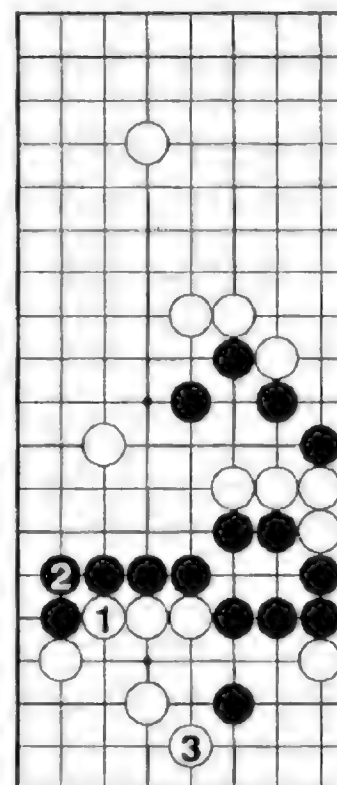
Putting this point aside, the fact is that Yamashita is playing all-out, looking for the most aggressive moves. In a sense, this may have been a reaction to the first two games, which he lost without playing the fighting go he is known for.

Hane is playing in the same spirit. Black 79 matches White's aggression. Yamashiro Hiroshi 9-dan, the referee, called this a 'courageous' move — it drags out three stones surrounded by strong enemy positions. However, forcefulness is only one aspect of 79 — Black is quite ready to sacrifice these stones if circumstances require.

White attacks with 84, but having to add a reinforcement at 86 is painful. Black plays the moves to 89, but actually he is not committed to saving these stones. Black could pull them out with A, but even if White plays 96 he has the squeeze seen later, so he is content to discard the stones.



Dia. 8: better?



Dia. 9: White's chance

Figure 3 (63-100). Two dubious moves

Black 63 is a very effective counter that copes with both of White's threats. First of all, when White plays 64, Black pushes in at 65, enabling him to counter 66 with an atari, so he

At this point, the professionals in the press-room felt that Black had the edge, and that White 84 was responsible. Nakano advocated following *Dia. 8*. White gives up his centre stones in exchange for a squeeze, then locks up the top left

corner with 15. This would make the game close.

The game has just started to tilt in Hane's favour, but now he makes a dubious move. Ironically, that elicits an even more dubious move from Yamashita.

Black 91 is a mistake. If White counters with 1 in *Dia. 9*, Black will have virtually wasted a move, as 2 does almost nothing for him on the side. White next defends with 3, a point Black should have been able to occupy in sente. Black should have played immediately at 95.

White 92 is inexplicable, however. It can be explained only as a lapse in concentration. Yamashita's expression changed to one of shock when Hane attached at 93: he had given him a present, the 'flower-viewing' ko seen in the next figure. The game is now very tough for White.

himself in tough positions. This game was an exception: he was sighing and muttering, holding his head in his hands, and rapping himself on the knee. The Yomiuri reporter commented that this was the first time he had seen Yamashita like this, which shows how upset he was at his slip.

The moves from Black 5 are ideal ko threats.

White 28. White can't afford to answer 27, as Black can get unlimited ko threats here. However, he loses all his right-side territory and has to flee on dame points. Black is ahead by 15 points on the board.

The game becomes countable because Black goes wrong with 51. Correct was playing 1 in *Dia. 10*. If White saves his three stones with 4, Black secures a stylish life with 5 etc. Therefore, instead of 2 —

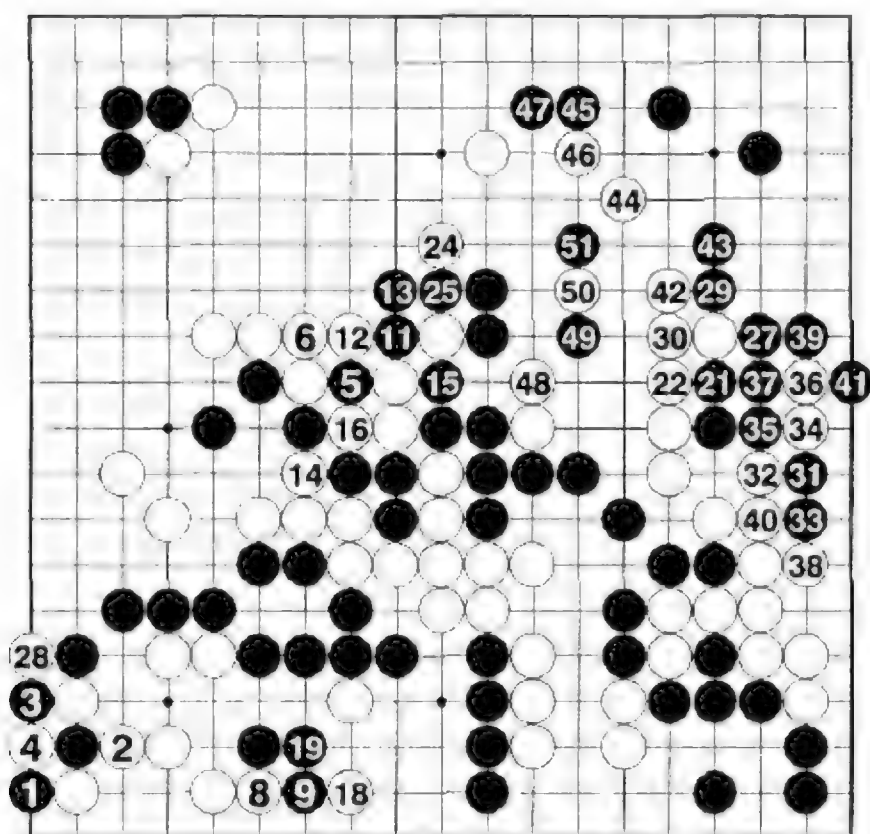


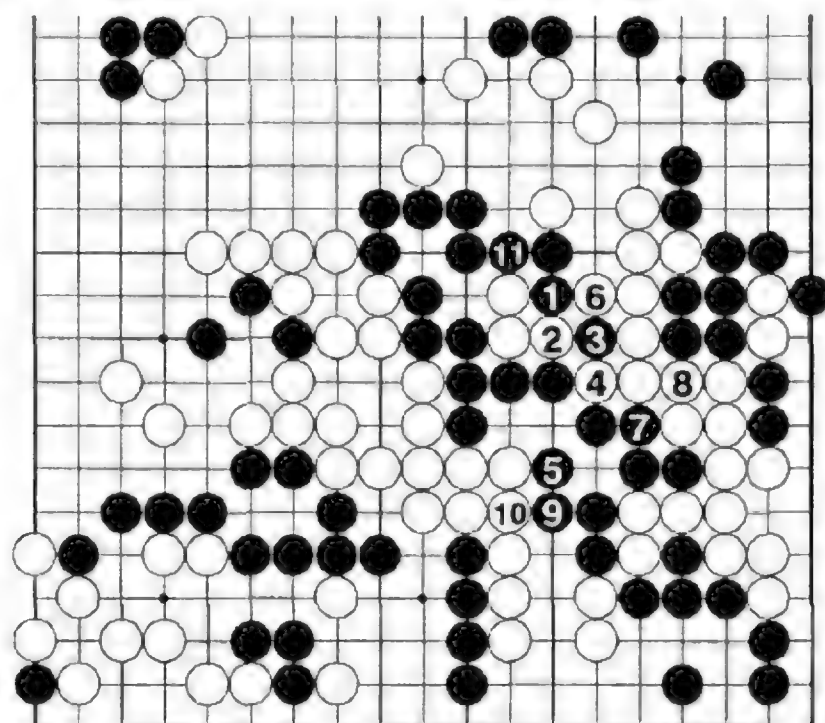
Figure 4 (101-151)
ko: 7, 10, 17, 20, 23, 26

Figure 4 (101-151). Disaster

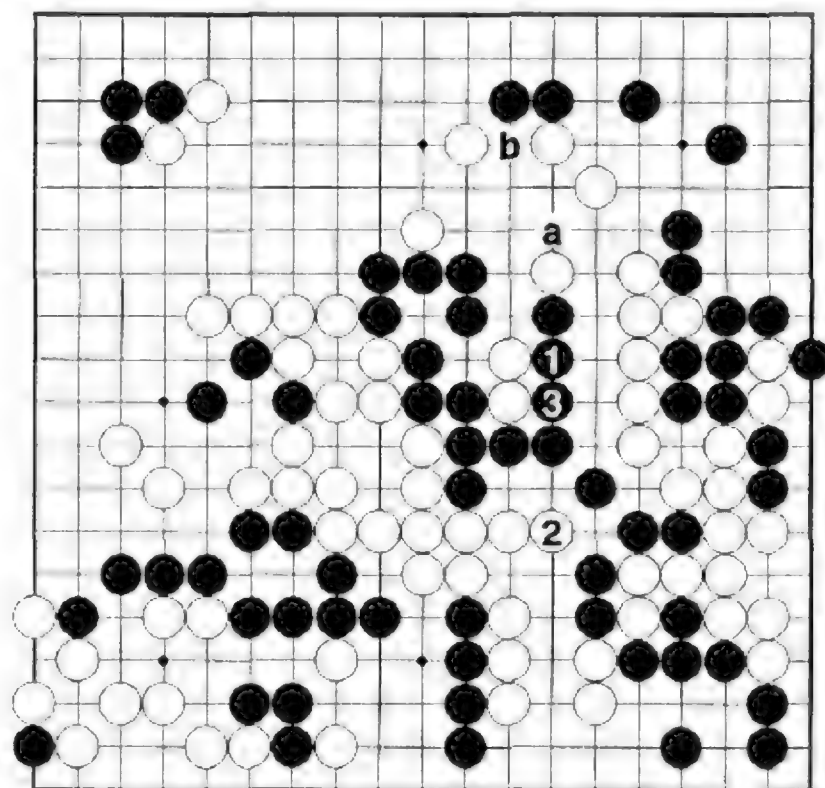
The ko fight is very painful for White, since it was quite unnecessary and his opponent has almost nothing to lose in it.

Yamashita's oversight, coming just when he seemed to be recovering form and had led the game into the fighting mode that is his forte, was fatal.

Yamashita is known as a paragon of go etiquette. He is one of the few players who never relax their posture during a game: from start to finish, he sits formal Japanese style, that is, with his knees together and his body resting on his heels. Most players switch to sitting cross-legged, a more relaxed posture, soon after a game starts. Moreover, Yamashita keeps his back straight and doesn't mutter and grumble to



Dia. 10: better for Black



Dia. 11: correct

Dia. 11. White will play at 2. Black lives with 3, and it's better for him not to have exchanged 'a' for White 'b', as in the game.

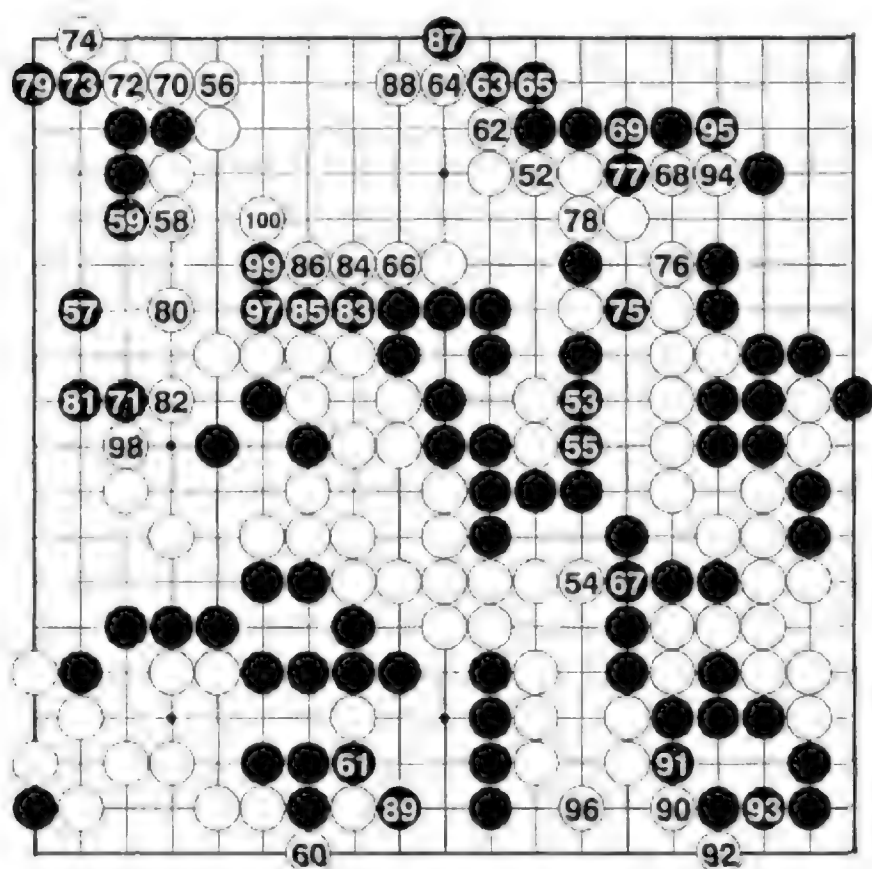


Figure 5 (152-200)

Figure 5 (152-200). *The game is decided.*

Because White gets a stone at 52, the hane and connection of 63 and 65 are not sente. Fortunately for Hane, this mistake does not affect the outcome. When Black switches to 67, the issue has been decided.

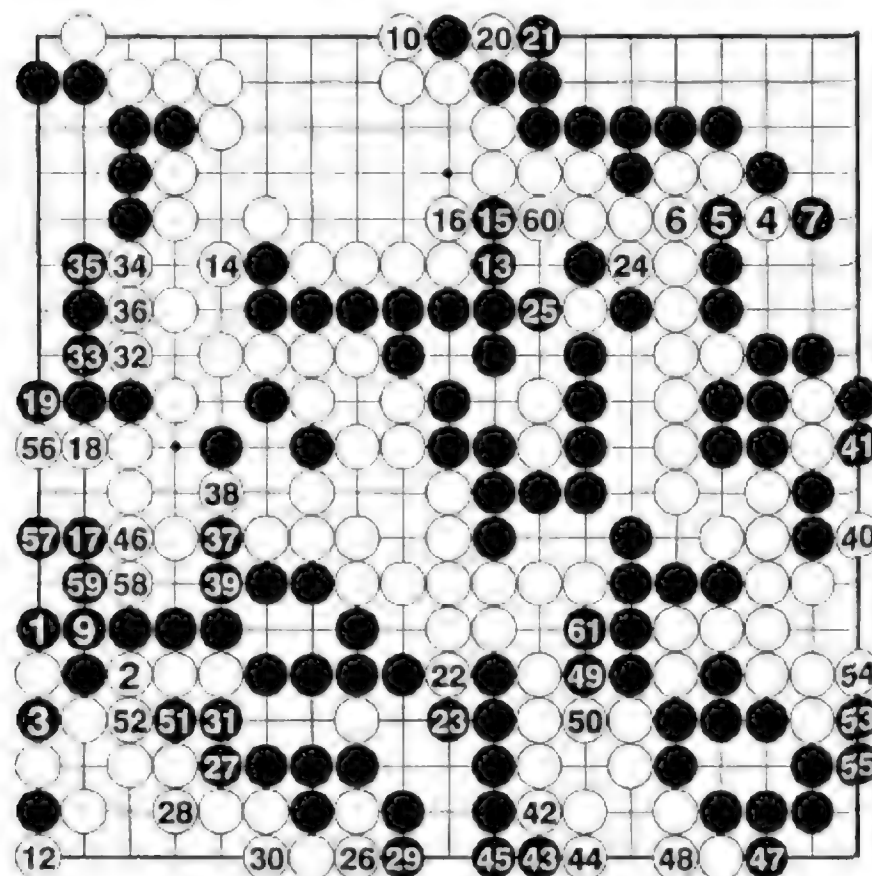


Figure 6 (201-263)

8: ko; 11: ko; 62: connects (left of 20);
63: connects (above 3)

Figure 6 (201-263). *One win away from Kisei*

It's a pity that what had developed into a great fighting game was spoiled by Yamashita's momentary aberration with 92 (in Figure 3). However, his fans were at least encouraged to see his return to the fighting mode he is known for.

Hane also showed that a revision in the general image of him was called for. He has been known for his balanced style and has not been renowned as a fighter. However, he met every challenge Yamashita threw at him in this game and proved that he can handle a fight better than most.

Even so, Hane must have been agreeably surprised at how smoothly his Kisei challenge was progressing. Even after his successful Ten-gen defence against Yamashita at the end of last year, he had still won only a third of the games the two had played till then. Yet here he was just one win away from taking the top title.

It was at this point that the real drama of the match began.

Black wins by 3½ points.

(Adapted from the Yomiuri Newspaper. Translated by John Power.)

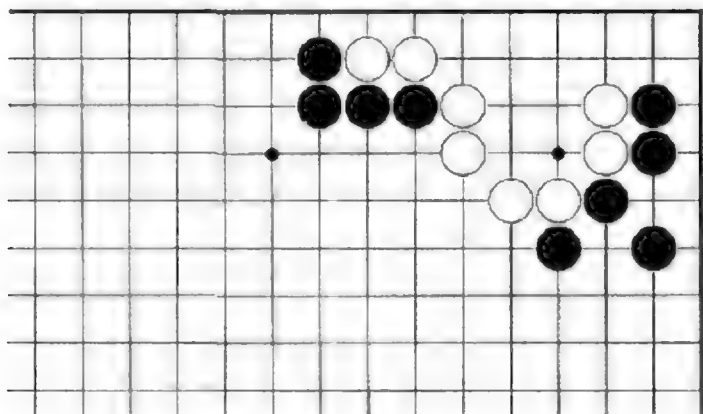
Readers who keenly follow the Japanese go scene will be disappointed to see that we have only one game from the Kisei title match in this issue. *Go World* has always maintained a policy of presenting all the games from the best-of-seven title matches in Japan, that is, the Kisei, Meijin and Honinbo. One reason is that the two-day format seems to produce games richer in content and drama than the one-day games of the other titles. A second reason is that these matches are treated as the highlights of the tournament year in the go press, so good commentaries are usually available.

With the proliferation of international tournaments and the emergence of so many new stars in Korea and China, it's becoming harder to maintain the above policy. As the reader can see, this issue is dominated by international games. They are just a fraction of the interesting clashes between international stars that have taken place this year, and we would like to present many more such games. Shortly before we went to press, yet another international tournament, the J.P. Morgan Cup, was founded, and it featured a number of intriguing pairings.

We would be interested to hear the opinions of our readers about what we should focus on in the magazine. Our plan is to concentrate on Japanese titles in our next issue, finishing off the Kisei and covering the Honinbo title match. If you have any suggestions or comments, please e-mail us.

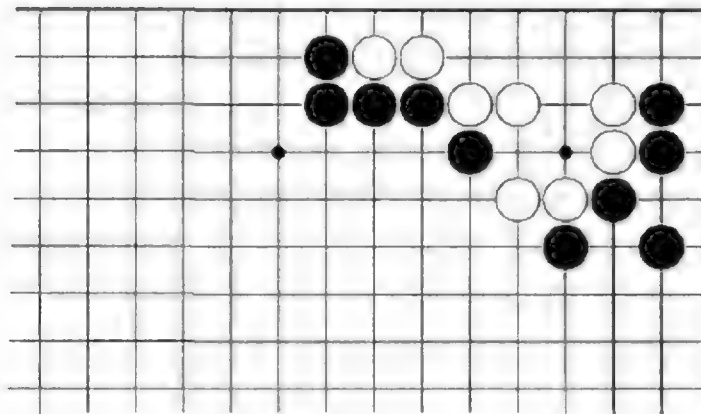
Eight Tesuji Problems

Here are some positions that might occur in your games. If you have had some tesuji practice, you should be able to find the correct answer at a glance. Next, you have to confirm that the move you chose works. The answers start on the next page.



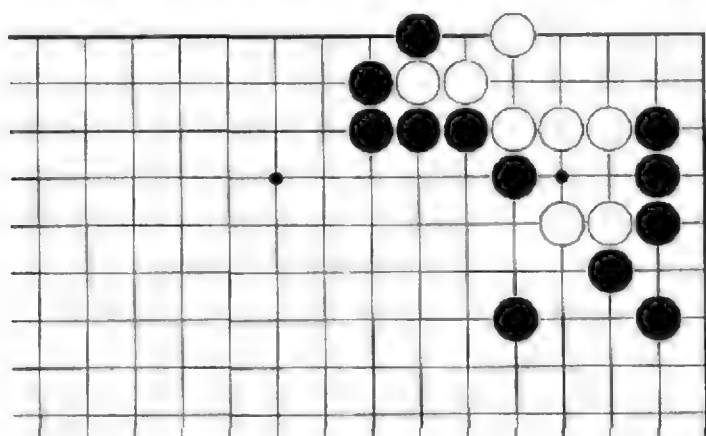
Problem 1. Black to play.

How can Black destroy White's territory at the top?



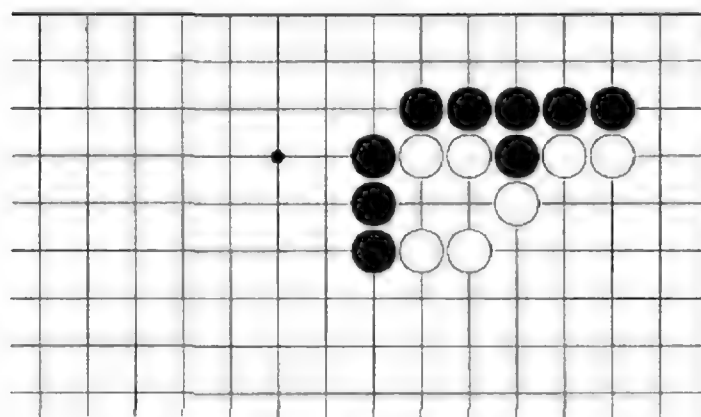
Problem 2. Black to play.

How should Black play in this position?



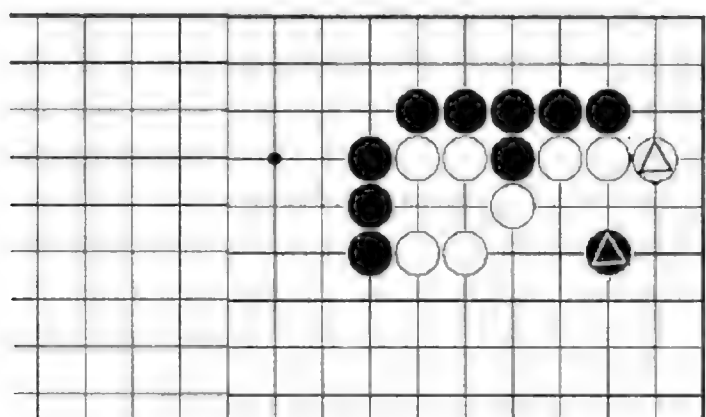
Problem 3. White to play.

How can White break out into the center?



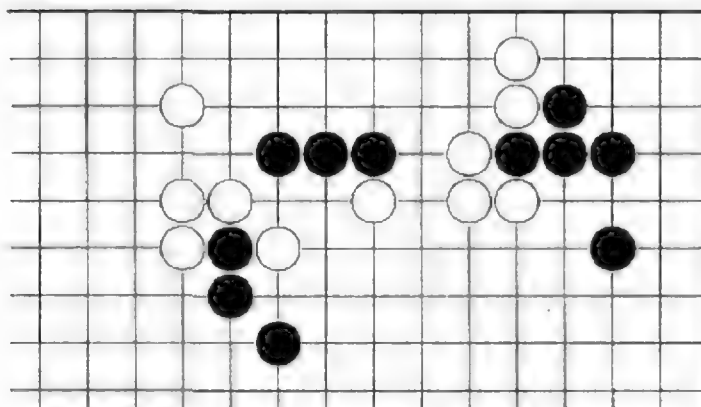
Problem 4. Black to play.

How can Black neutralize White's wall on the right?



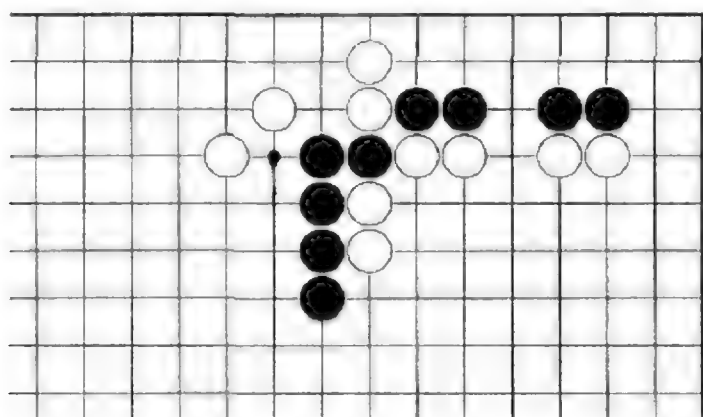
Problem 5. Black to play.

White has answered the marked black stone by descending with his own marked stone. How should Black respond?



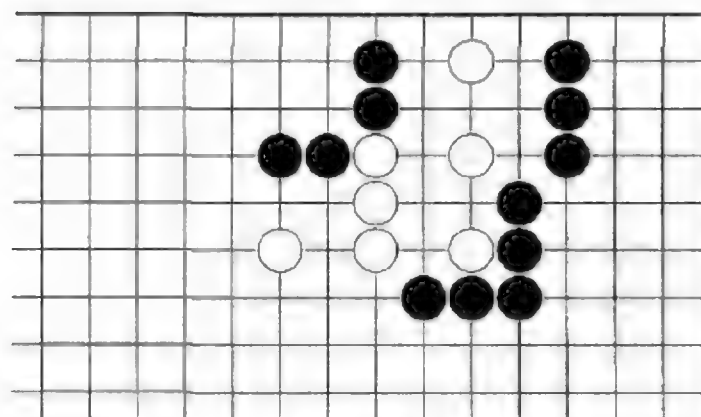
Problem 6. Black to play.

How can Black escape with his three stones at the top?



Problem 7. Black to play.

How can Black secure his stones at the top and make shape for his stones in the center?

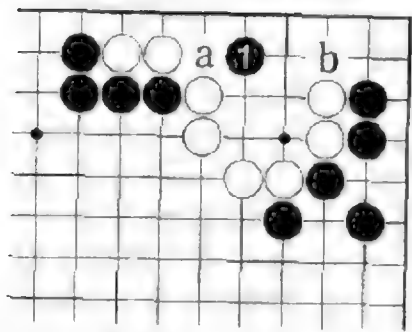


Problem 8. Black to play.

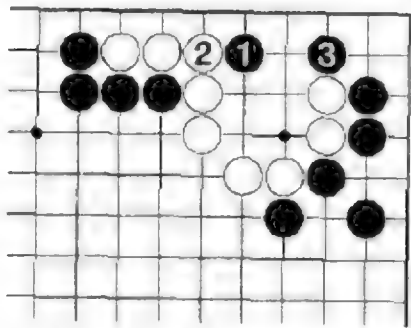
How can Black link up his stones on the left with their allies on the right?

Eight Tesuji Problems: Answers

Problem 1



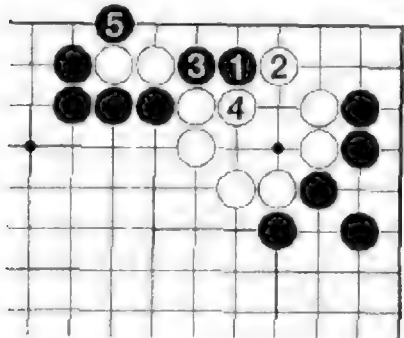
Dia. 1. Correct answer



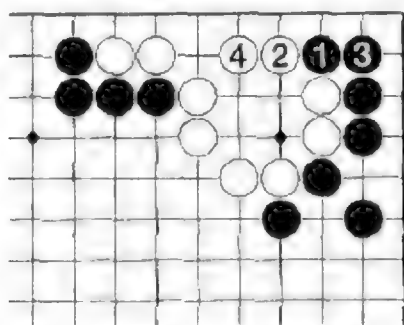
Dia. 2. Continuation

Dia. 1. The placement of Black 1 is the tesuji. Black threatens to cut at 'a' or link up with the hane of 'b'. Either way, White's territory has been demolished.

Dia. 2. If White connects with 2, Black will hane with 3.



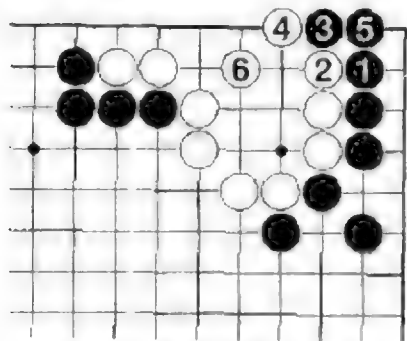
Dia. 3. Variation



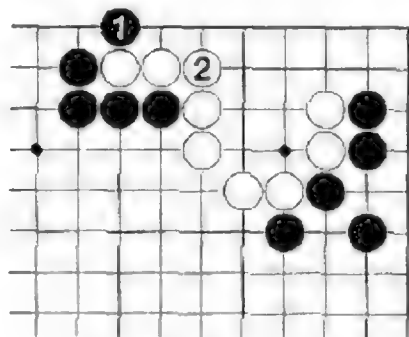
Dia. 4. Failure 1

Dia. 3. If White attaches with 2, Black will cut with 3 and capture two stones with 5. This is a satisfactory result for Black, even though White has secured his stones.

Dia. 4. Starting off with the hane and connection of Black 1 and 3 lets White secure his stones with reasonable profit. Compared with *Dias. 2* and 3, this is an unsatisfactory result for Black.



Dia. 5. Failure 2

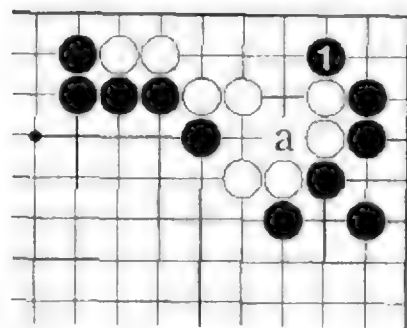


Dia. 6. Failure 3

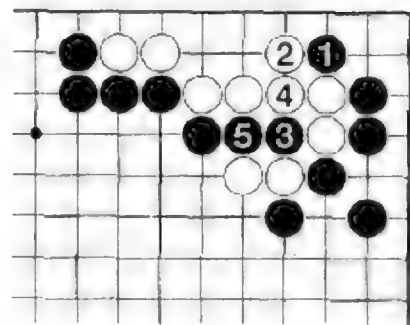
Dia. 5. When Black descends to 1, he is intent on getting sente. However, White secures an even larger territory than in *Dia. 4*, so this can't be good for Black.

Dia. 6. Black 1 is a very bad move. After White connects with 2, Black no longer has much play against the white stones.

Problem 2



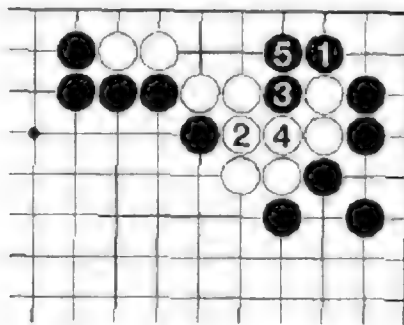
Dia. 1. Correct answer



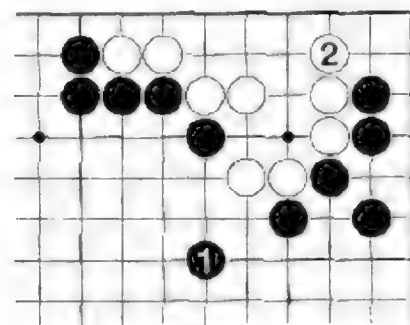
Dia. 2. Continuation

Dia. 1. The hane of Black 1 is the tesuji. It aims to cut at 'a'.

Dia. 2. If White blocks with 2, Black ataries with 3 and cuts off two white stones (in the center) with 3 and 5. White still has to live in the corner.



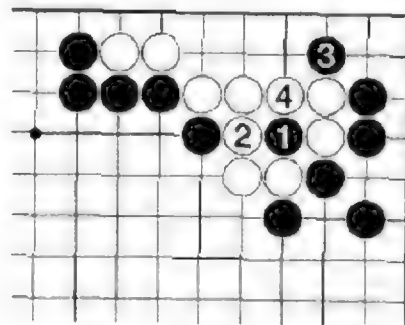
Dia. 3. Variation



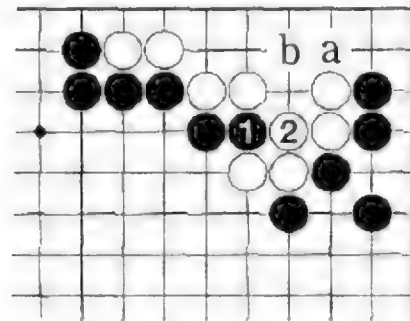
Dia. 4. Failure 1

Dia. 3. If White defends against the cut of 3 in *Dia. 2* by connecting with 2, Black can atari with 3 and connect with 5. White's stones are left without eye shape and they will have to find another eye in the center.

Dia. 4. Black 1 tries to prevent the white stones from escaping and builds influence in the center, but White secures his stones at the top by descending to 2; Black's stones in the center are thin and White still has ways to break through.



Dia. 5. Failure 2

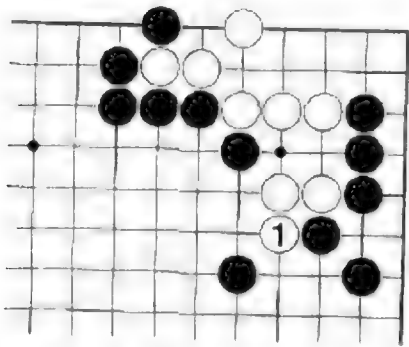


Dia. 6. Failure 3

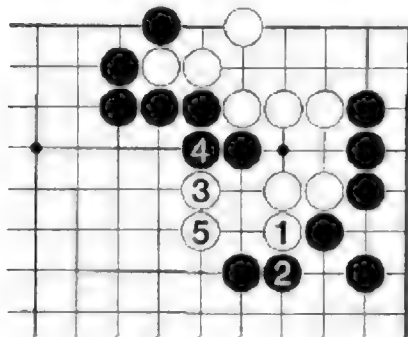
Dia. 5. The order of moves is important. If Black first cuts with 1, then hanes with 3, White captures with 2 and 4. White has two eyes and is out into the center.

Dia. 6. Black 1 is a crude move. After the exchange of Black 'a' for White 'b', White's stones are secure and Black no longer has any attack against the white stones.

Problem 3



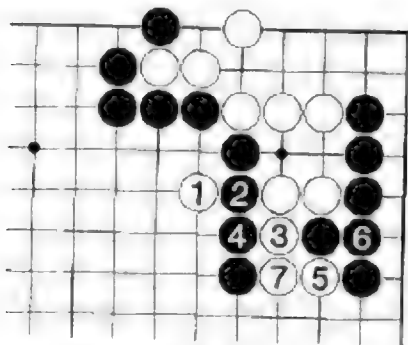
Dia. 1. Correct answer



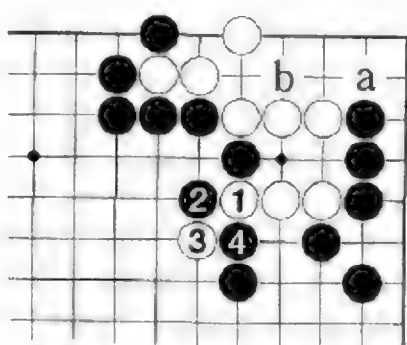
Dia. 2. Continuation

Dia. 1. Turning with White 1 is a preparatory move. Next —

Dia. 2. Jumping to White 3, threatening to cut at 4, is the tesuji. After Black connects with 4, White makes a bamboo joint with 5 and his stones have broken out into the center.



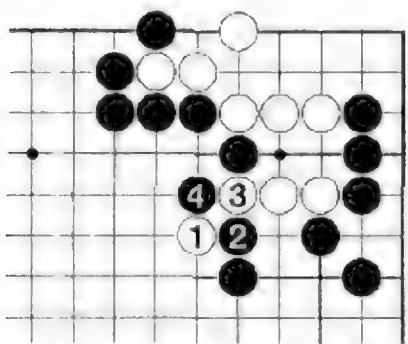
Dia. 3. Variation



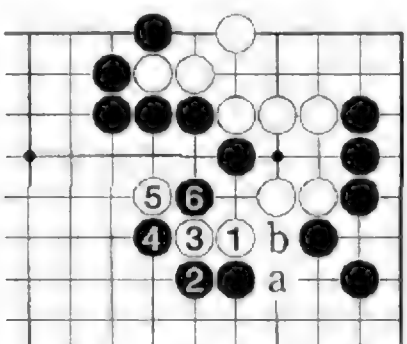
Dia. 4. Failure 1

Dia. 3. Answering White 1 by pushing in with Black 2 is another way of playing. In this case, White can play the sequence to 7 and get his stones out on the right side.

Dia. 4. Extending to White 1 results in the sequence to Black 4. Suddenly White finds his stones are without eyes. If he hane at 'a', Black makes a placement at 'b', so White's stones are dead.



Dia. 5. Failure 2

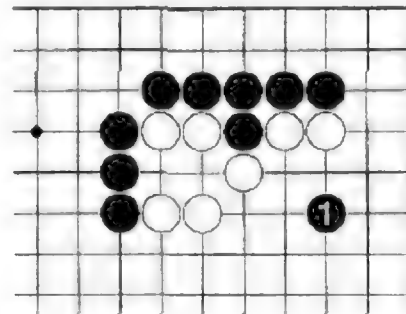


Dia. 6. Failure 3

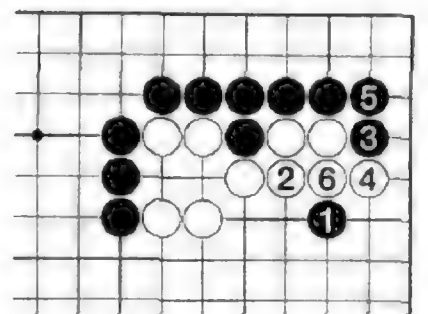
Dia. 5. White 1 might also seem like a good move, but, after Black 2 and 4, the white stones are again confined to the corner.

Dia. 6. The diagonal attachment of White 1 also fails. After Black 6, the white stones again find themselves trapped in the corner. If White tries to break out with the hane of 'a', Black will atari with 'b'.

Problem 4



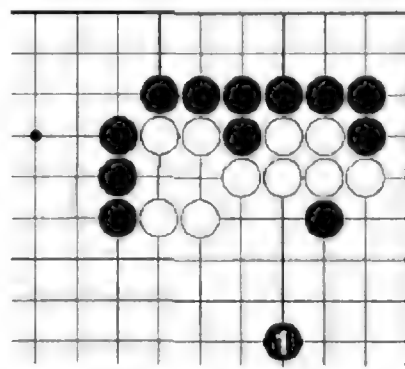
Dia. 1. Correct answer



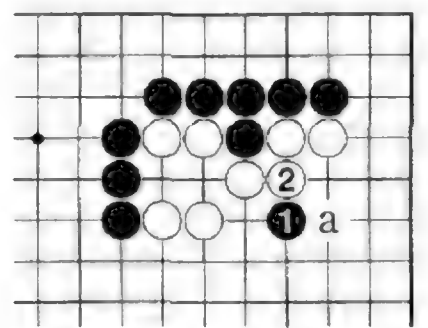
Dia. 2. Continuation 1

Dia. 1. Black 1 strikes at the weak point of White's shape. Next —

Dia. 2. If White connects with 2, Black hane and connects with 3 and 5. After White connects with 6, his stones are overconcentrated. Next —



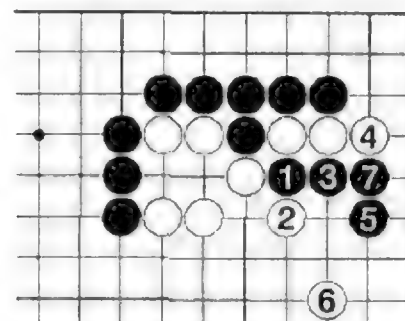
Dia. 3. Continuation 2



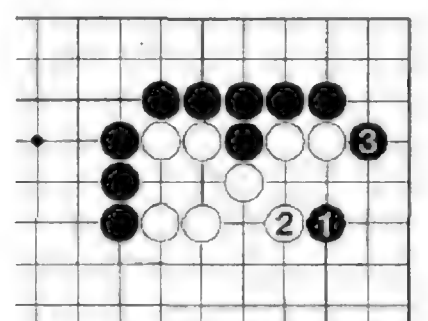
Dia. 4. Failure 1

Dia. 3. Black can extend to 1, so White's wall has been neutralized.

Dia. 4. Peeping at 1 is a bad move. Of course White will connect at 2. Next, White threatens to make shape with 'a'. Therefore, Black will have to take this point himself and end in gote.



Dia. 5. Failure 2

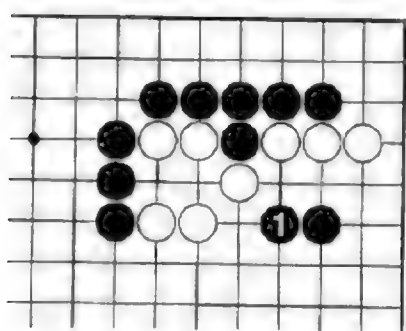


Dia. 6. Variation

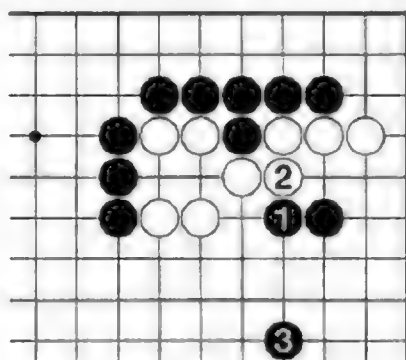
Dia. 5. Cutting with Black 1 is not good. After Black 3, White descends to 4, intending to sacrifice three stones to make thickness on the outside.

Dia. 6. If White answers Black 1 with White 2, Black can link up with the hane of 3. This sequence shows the effectiveness of this tesuji.

Problem 5



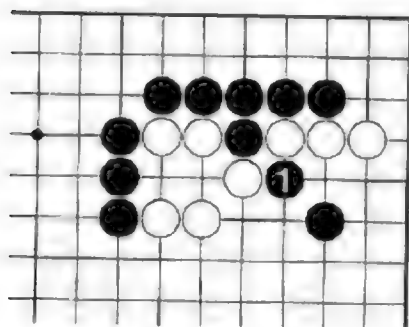
Dia. 1. Correct answer



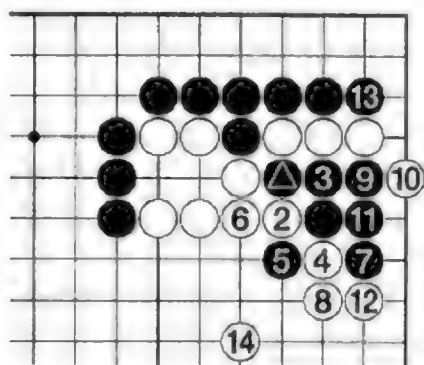
Dia. 2. Continuation

Dia. 1. Black should extend to 1. Next —

Dia. 2. White must connect with 2. Now Black can extend to 3, establishing a stable position on the right side.



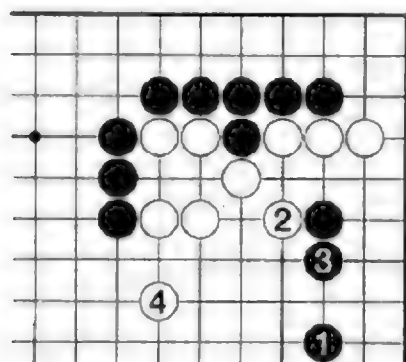
Dia. 3. Failure 1



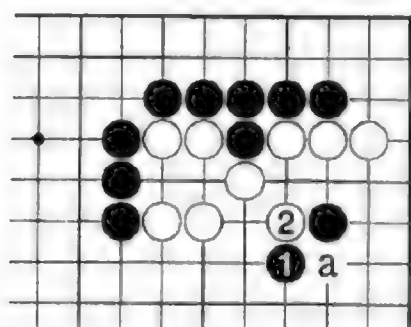
Dia. 4. Continuation

Dia. 3. If Black cuts with 1, he might be able to capture the three white stones, but —

Dia. 4. After Black cuts with the marked stone, the sequence to 13 is inevitable. Finally, White makes shape with 14, and his influence extends down the right side.



Dia. 5. Failure 2

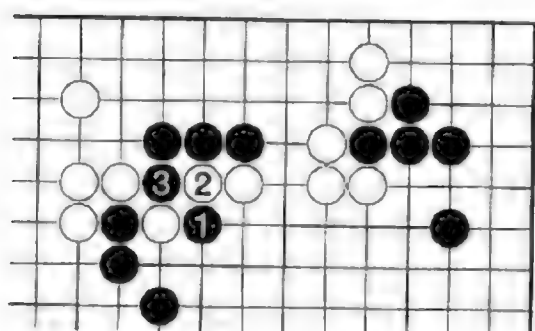


Dia. 6. Failure 3

Dia. 5. If Black neglects to cut and simply extends to 1, White will exchange 2 for 3, then jump to 4. White is developing smoothly.

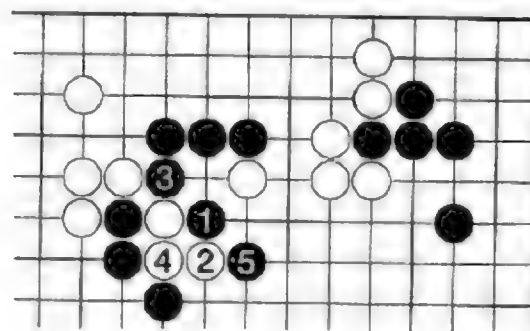
Dia. 6. Black 1 has started off target. White defends against the cut with the diagonal connection of 2. Black now has the cut at 'a' to worry about.

Problem 6



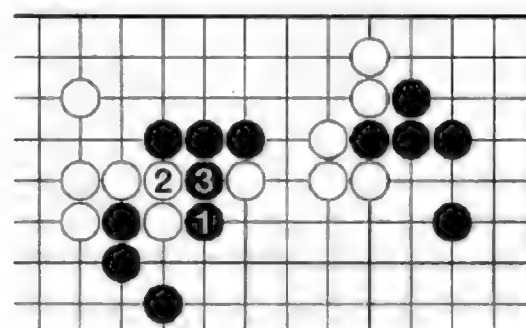
Dia. 1. Correct answer

Dia. 1. Cutting across the knight's move with Black 1 is the tesuji. If White 2, Black ataries with 3 and his stones at the top are connected with their allies in the center.



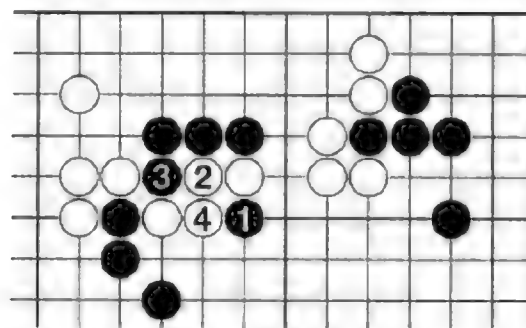
Dia. 2. Variation 1

Dia. 2. If White resists with 2, Black ataries with 3. After White connects with 4, Black ataries with 5 and catches the white stones in a ladder.



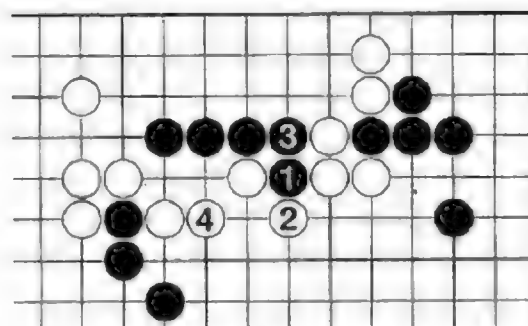
Dia. 3. Variation 2

Dia. 3. If White 2, Black connects with 3 and has broken out into the center.



Dia. 4. Failure 1

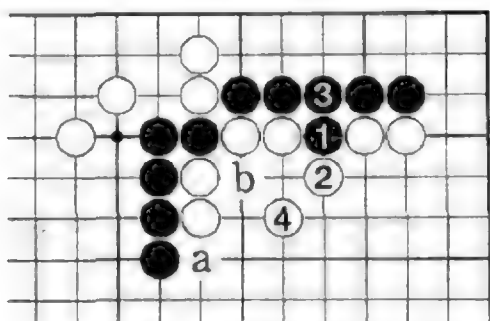
Dia. 4. Clamping with Black 1 fails. After the sequence to 4, the black stones are confined to the top.



Dia. 5. Failure 2

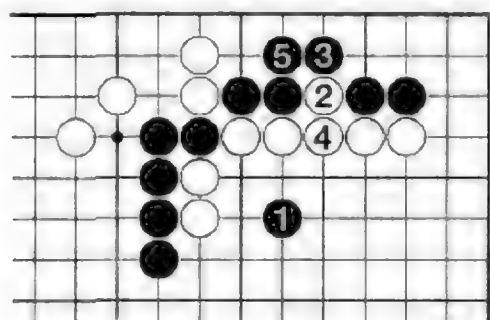
Dia. 5. Wedging in with Black 1 also fails. Again the black stones are confined to the top after the sequence to 4.

Problem 7



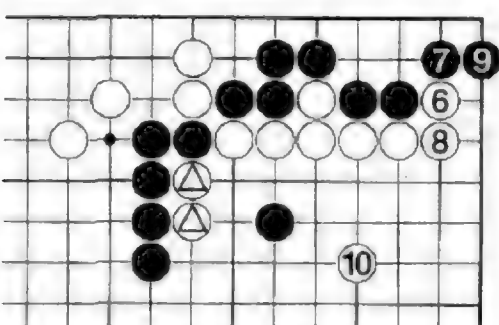
Dia. 1. Correct answer

Dia. 1. Wedging in with black 1 is the tesuji. White ataries with 2, then defends his position with 4. Black can now turn at 'a' and White has to defend against an atari at 'b'.



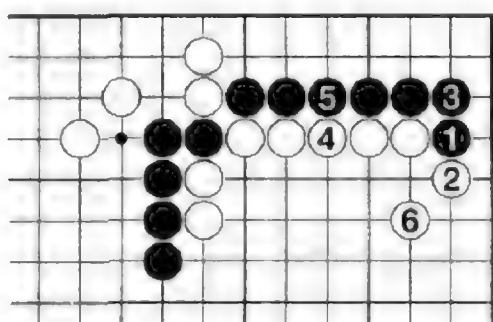
Dia. 2. Failure 1

Dia. 2. Black 1 looks as if it strikes at the vital point, but it is off the mark. After Black connects with 5 —



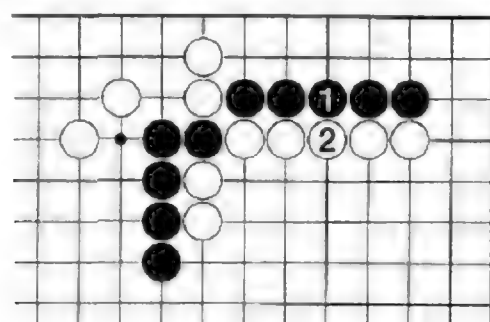
Dia. 3. Failure 2

Dia. 3. White hanes and connects with 6 and 8. After Black lives with 7 and 9, White 10 is the best move; White regards the two marked stones as unimportant.



Dia. 4. Failure 3

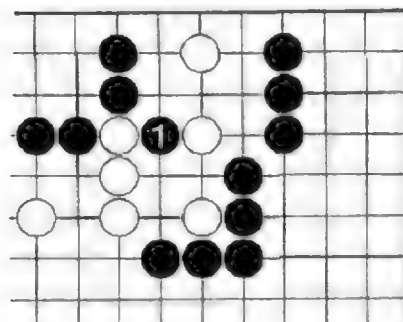
Dia. 4. If Black hanes and connects with 1 and 3, White connects with 4, then makes shape with 6. This result is unsatisfactory for Black.



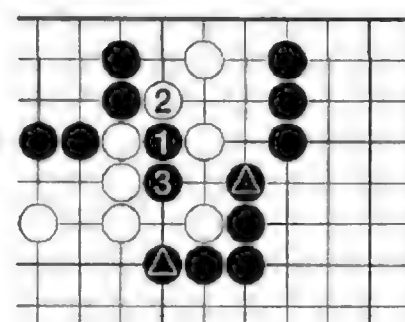
Dia. 5. Failure 4

Dia. 5. Connecting with Black 1 lacks a plan. White connects with 2, leaving him with a thick shape.

Problem 8



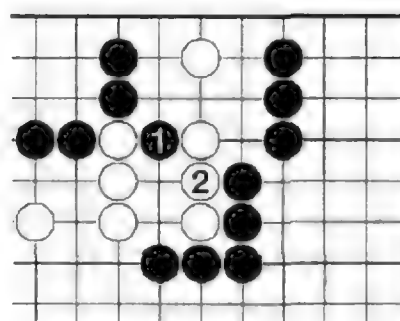
Dia. 1. Correct answer



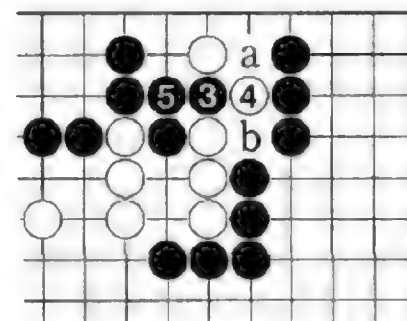
Dia. 2. Continuation

Dia. 1. Wedging in with Black 1 is the tesuji. Next —

Dia. 2. If White ataries with 2, Black extends to 3 and can link up with either of his two marked stones on the outside.



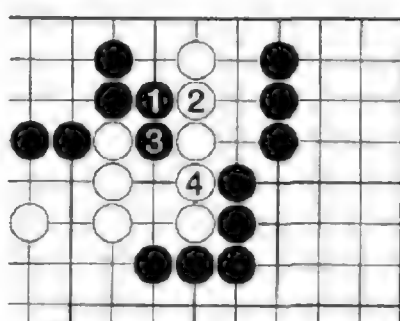
Dia. 3. Variation



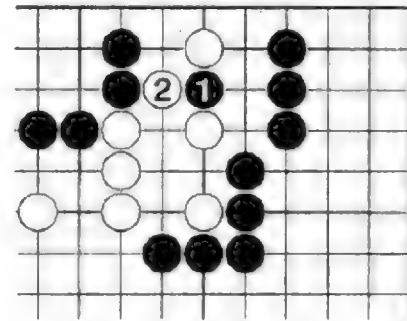
Dia. 4. Continuation

Dia. 3. White might answer Black 1 by connecting with 2. In that case —

Dia. 4. Black will wedge in with 3. After White ataries with 4, Black connects with 5 and the points 'a' and 'b' are miai. Black's stones are linked up and he has taken some territory at the top as well.



Dia. 5. Failure 1



Dia. 6. Failure 2

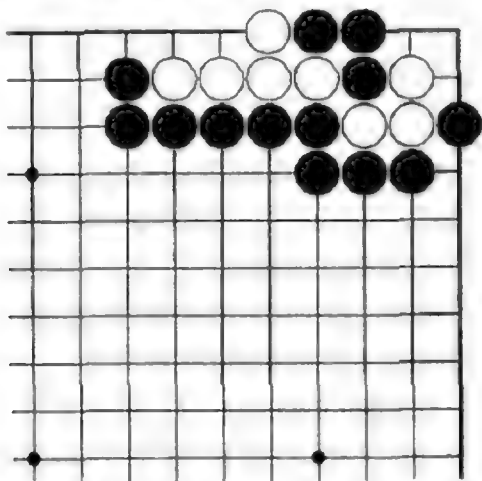
Dia. 5. Peeping with Black 1 fails: White connects with 2. If Black continues with 3, White connects again with 4 and all his stones are connected. Black's stones on the left and the right are still separated.

Dia. 6. Throwing in a stone with Black 1 is answered by White 2. Again all of White stones are connected and Black's two groups are separated.

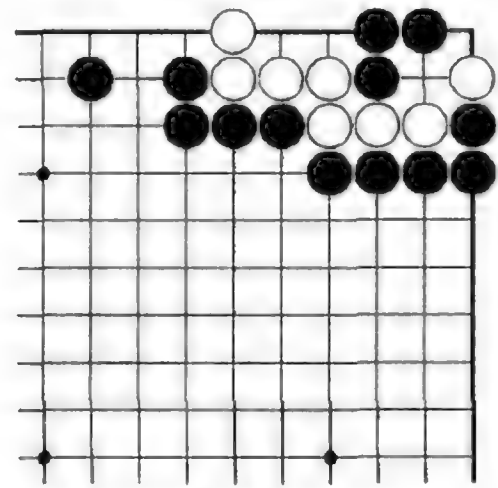
(From the supplement to *Monthly Go World*, September 2004.)

Large-Sacrifice Life-and-Death Problems

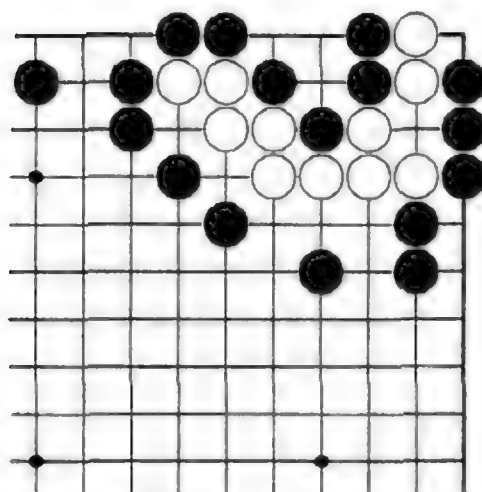
In all of the following problems Black can kill or White can live only by sacrificing four or more stones. The answers start on page 56.



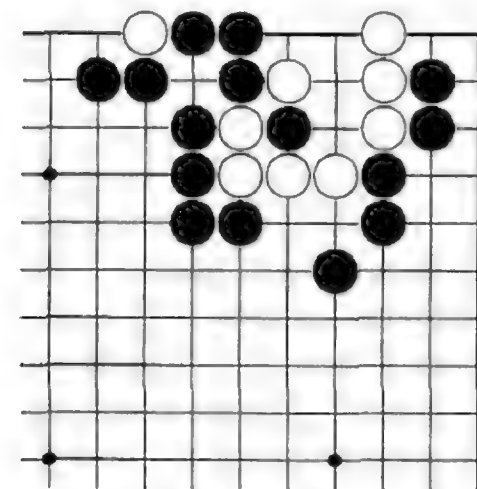
Problem 1. Black to play and kill the white stones.



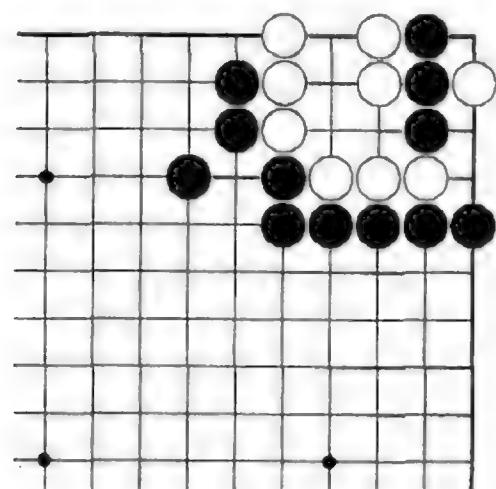
Problem 2. Black to play and kill the white stones.



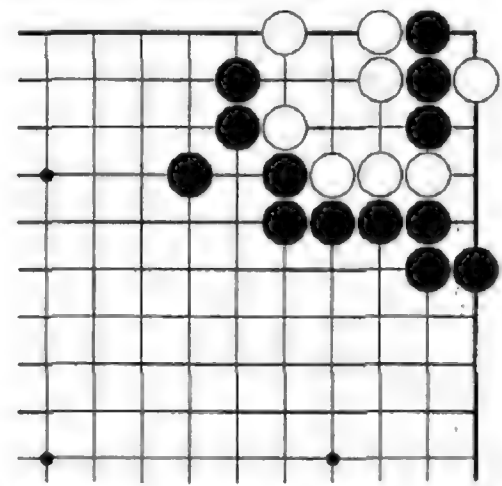
Problem 3. Black to play and kill the white stones.



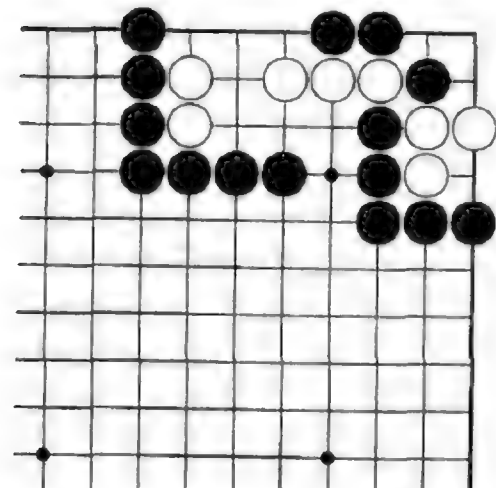
Problem 4. Black to play and kill the white stones.



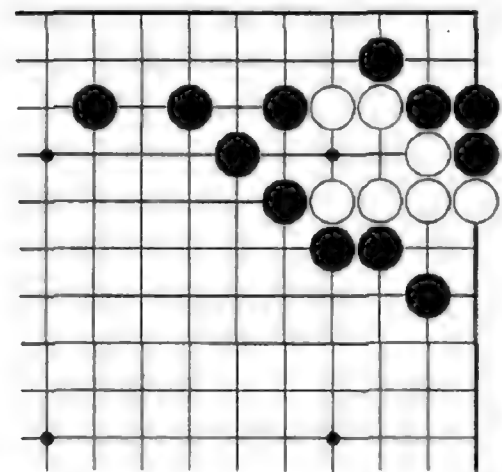
Problem 5. Black to play and kill the white stones.



Problem 6. White to play and live.



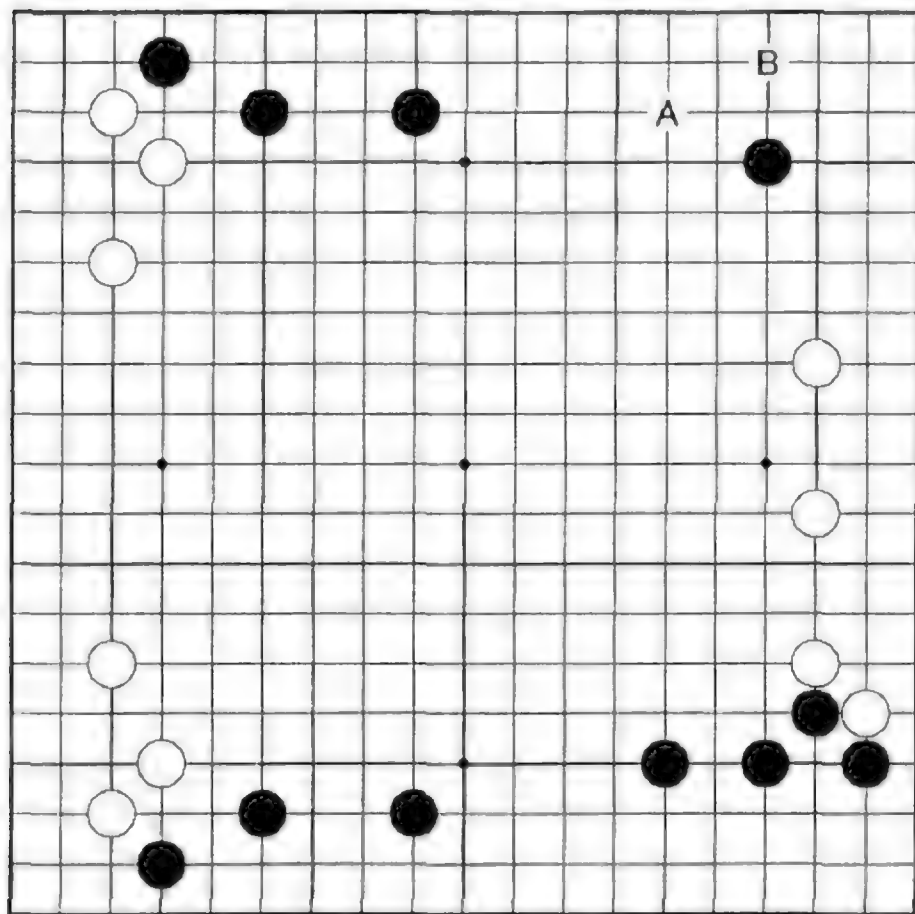
Problem 7. White to play and live.



Problem 8. White to play and live.

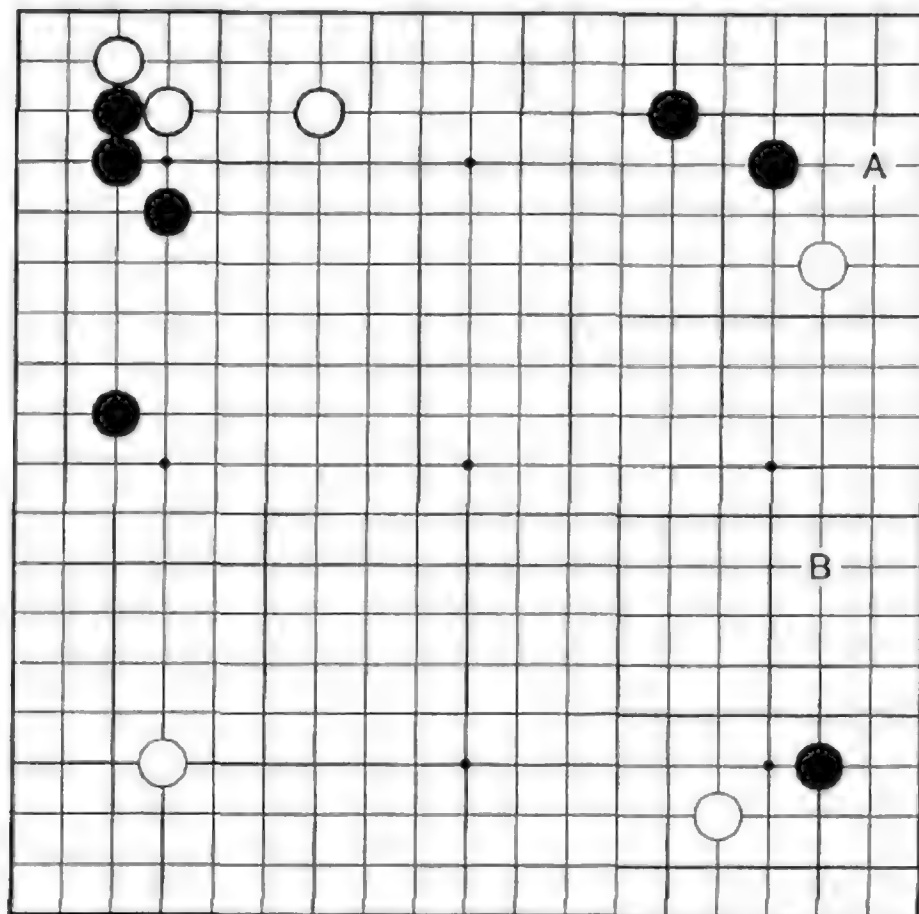
Four Opening Problems

Problem 1. White to play.



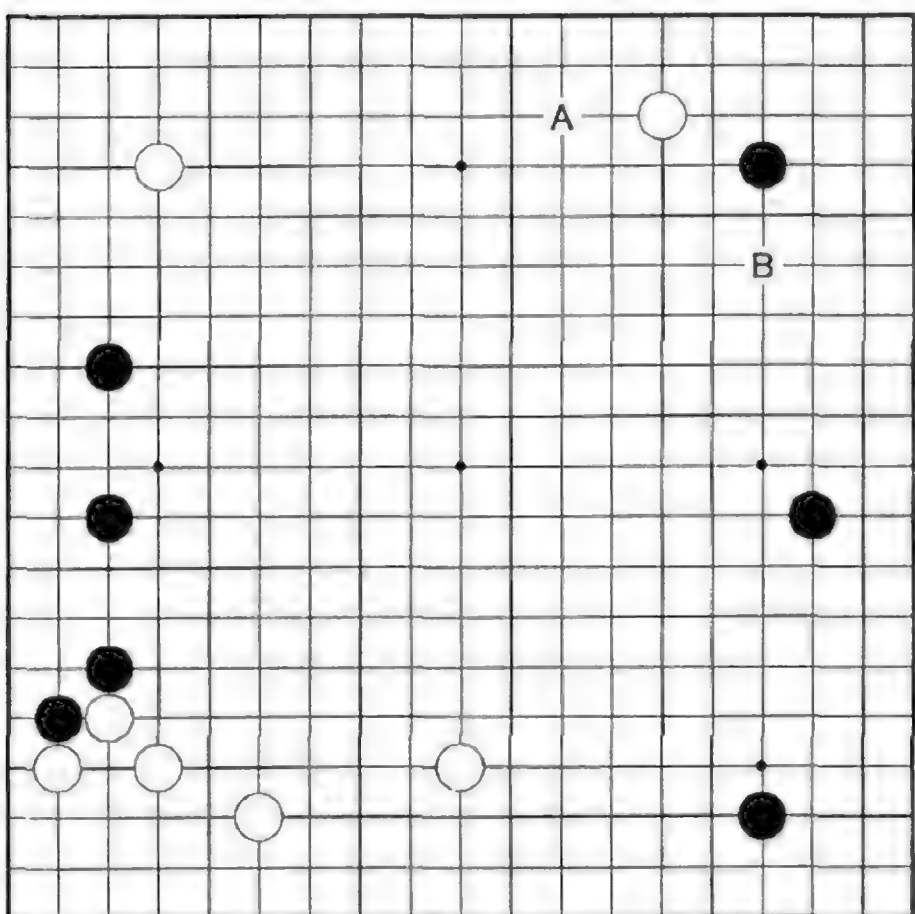
The key area is the upper right corner. Which is the better move, A or B?

Problem 2. White to play.



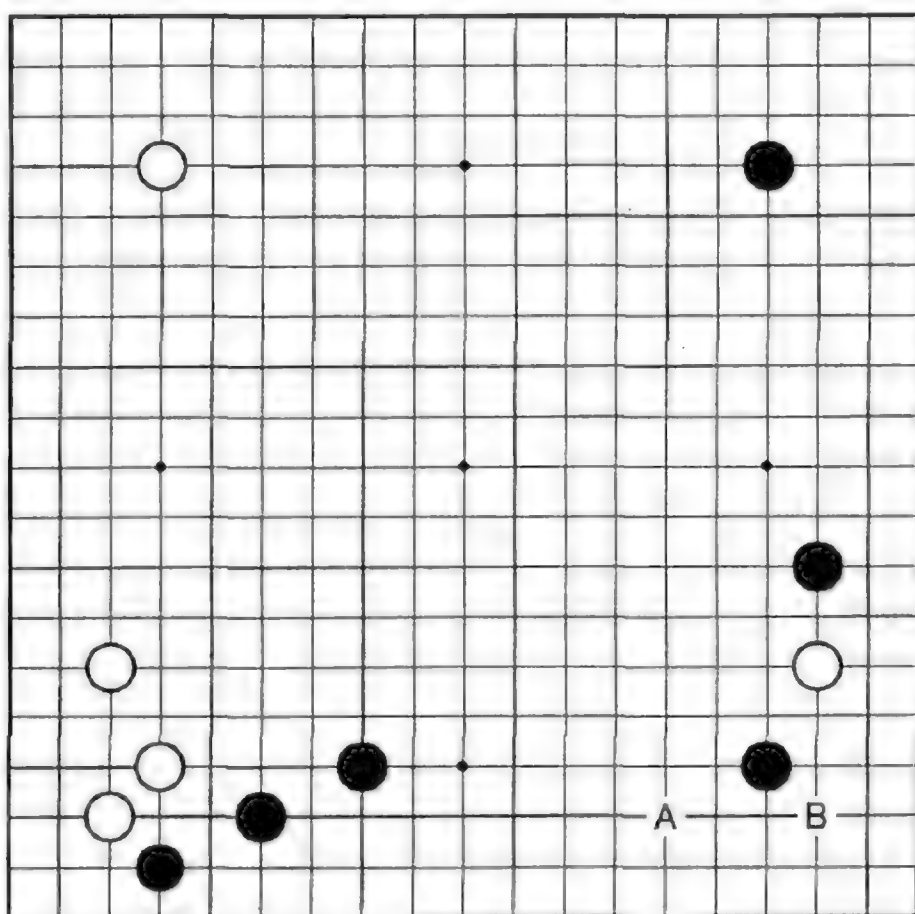
Taking into consideration the whole board, decide which is the better move, A or B.

Problem 3. Black to play.



Should Black aggressively pincer with A or calmly answer with B?

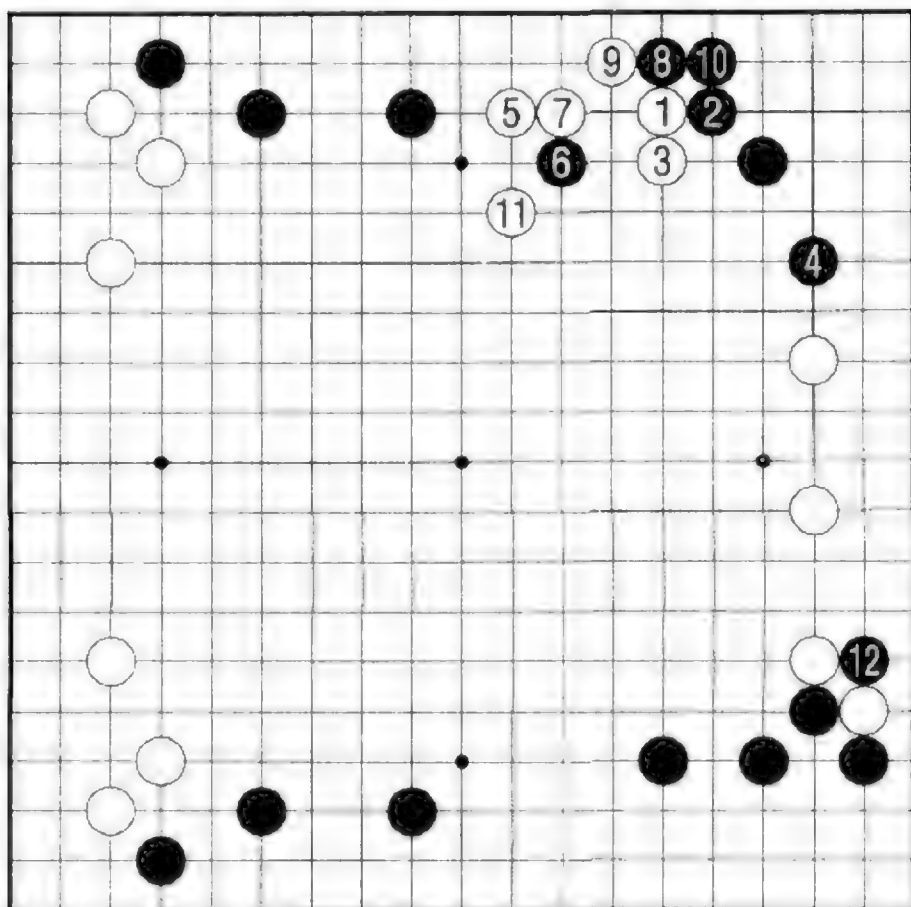
Problem 4. White to play.



Black has pincer the white stone in the lower right corner. Which is the better response, A or B?

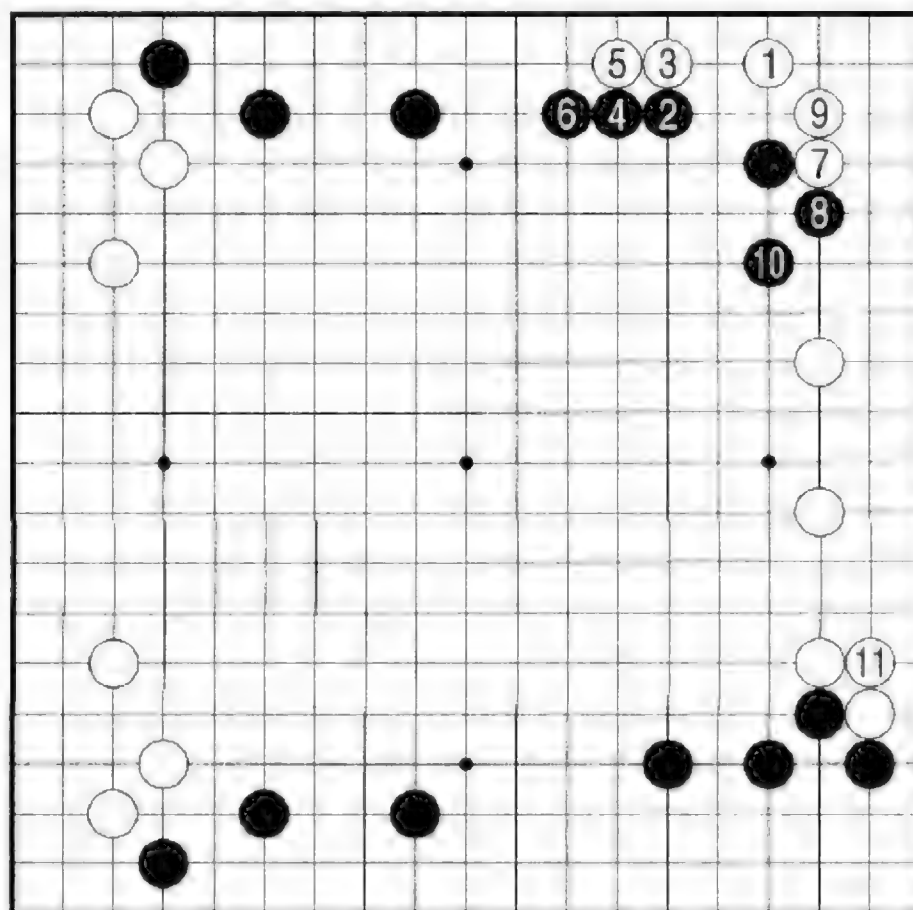
Answers begin on the next page.

Four Opening Problems: Answers



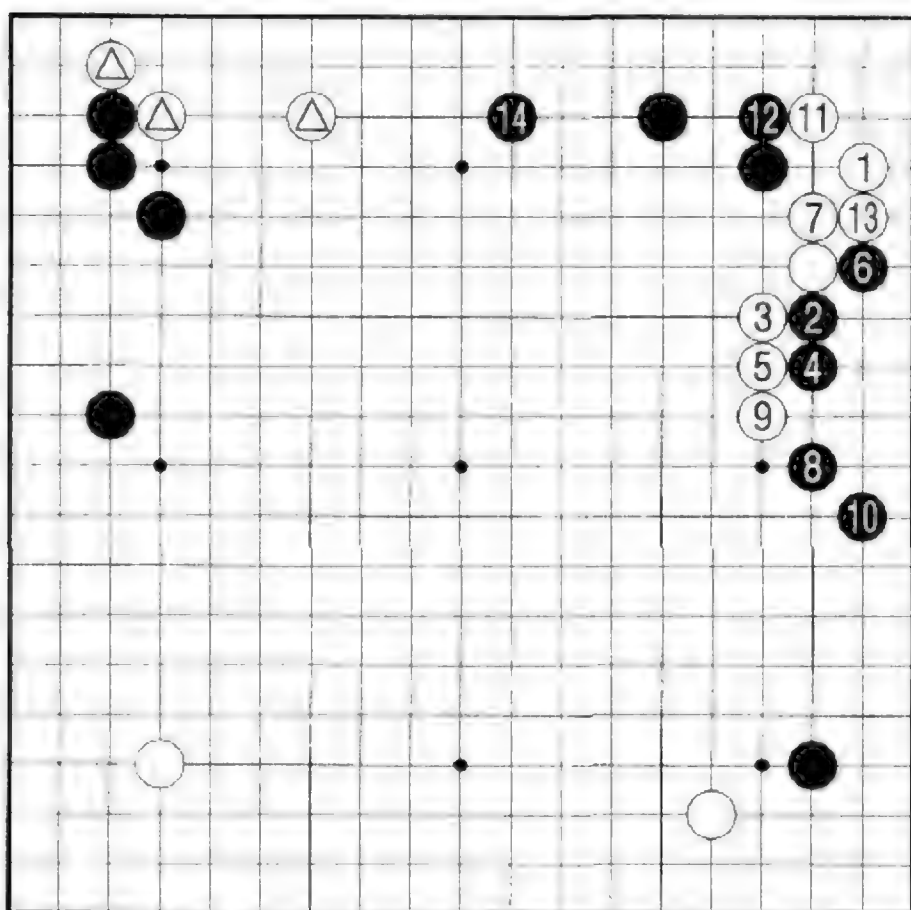
Problem 1. Failure

White 1 may seem like a normal approach move, but approaching inside Black's sphere of influence is often a risky strategy. Black 2 and 4 are good responses. If White extends to 5, Black plays a forcing move with 6, then secures a large profit in the corner with 10 in sente. Black 12 is now a thick move, destabilizing the white stones on the right side and removing all the bad aji in the corner.



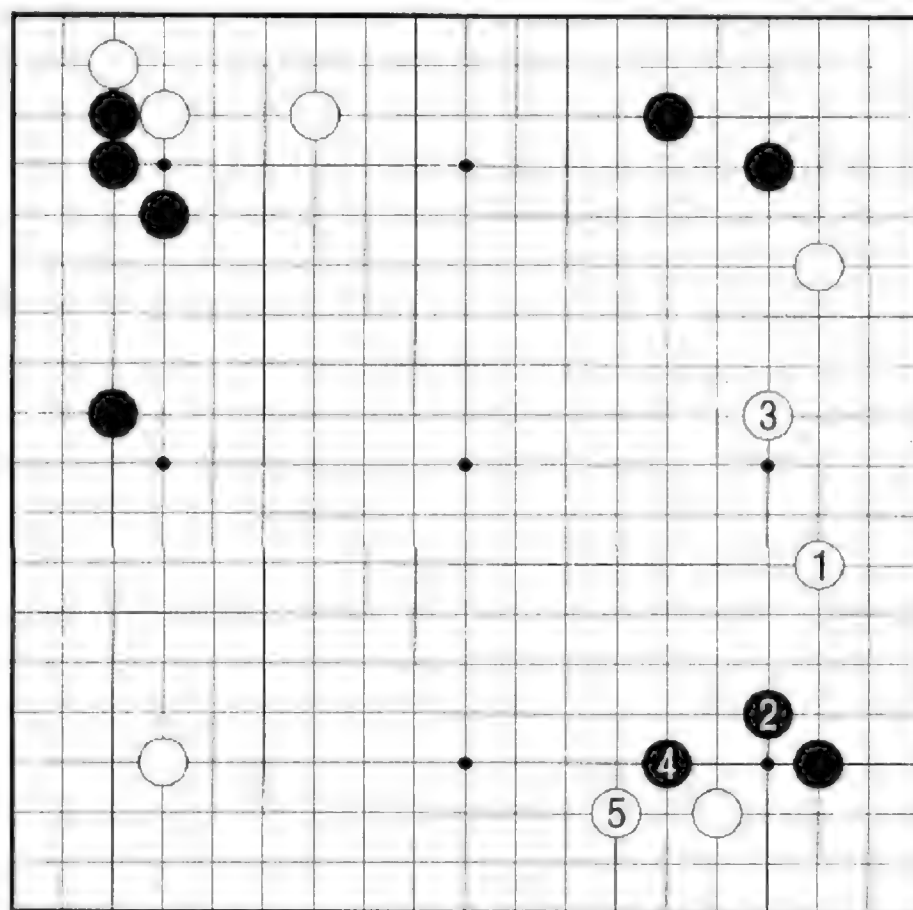
Problem 1. The correct answer

White's invasion at 1 is the proper move. If Black 2, White settles his stones in the corner in sente with the sequence to 9. After Black make shape with 10, White secures his stones on the right side with 11, leaving Black with bad aji in the corner. Moreover, Black's wall at the top is not working well because of White's strong positions on the upper left and right sides.



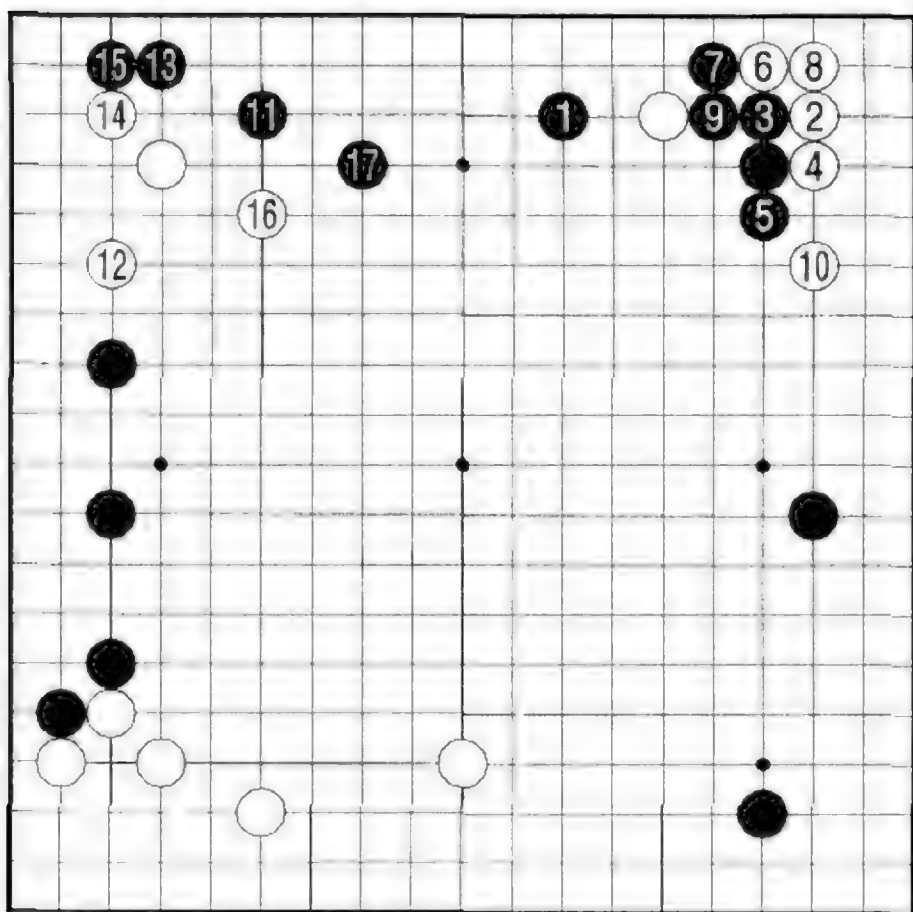
Problem 2. Failure

Against the knight's move of White 1, the attachment of Black 2 is an excellent response. The sequence to Black 14 can be expected. The marked white stones now come under attack.



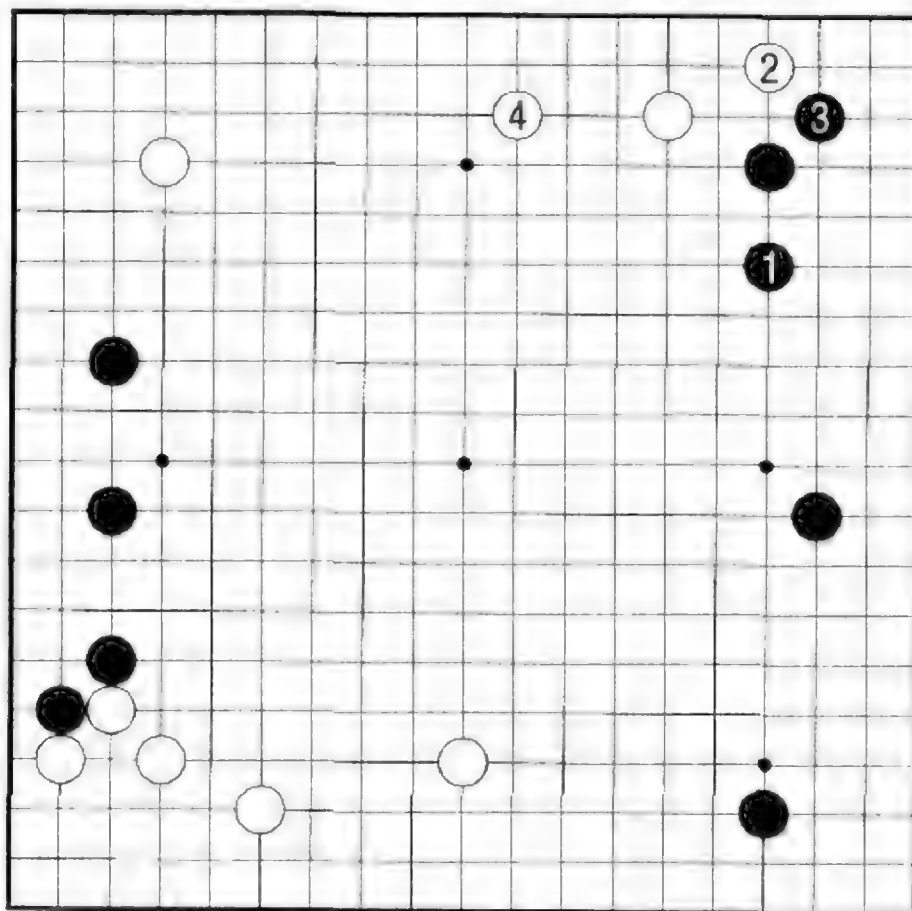
Problem 2. The correct answer

When White plays 1, Black has to move out into the center with 2, so White can build a position with 3. Next, Black 4 for White 5 is a natural exchange. However, White has been able to play both on the right and at the bottom, so this result is favorable for him.



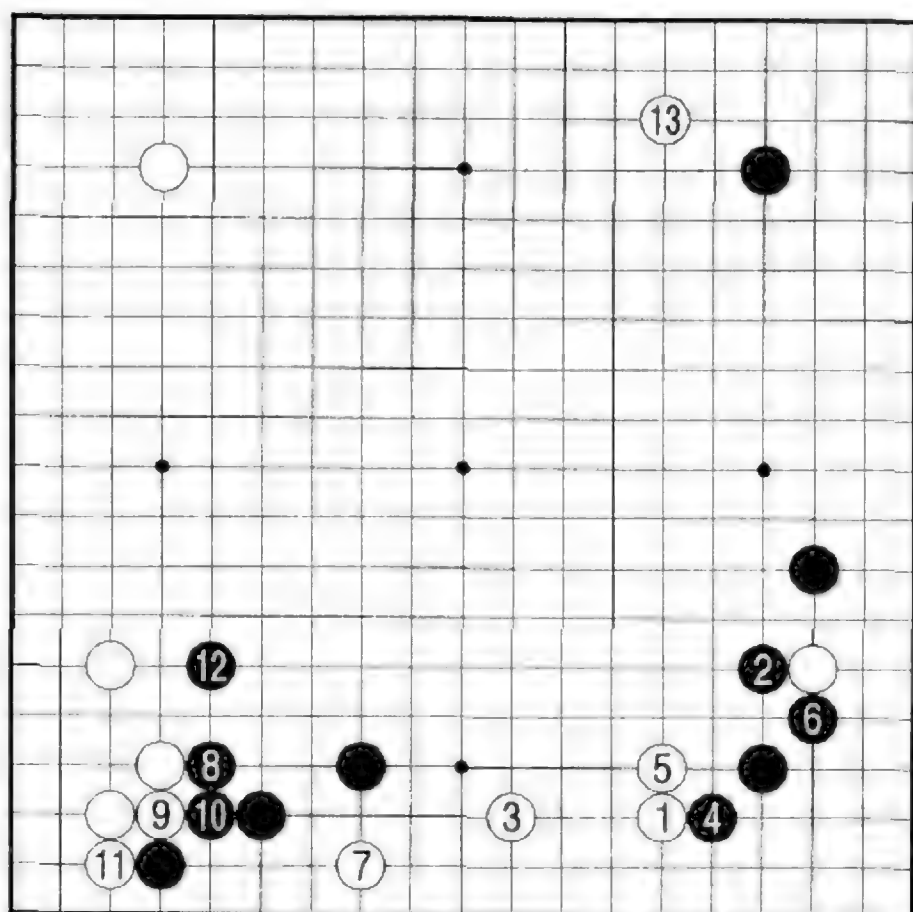
Problem 3. The correct answer

The pincer of Black 1 is correct. If White invades with 2, Black can settle his stones in sente with the sequence to 10. The moves to Black 17 can now be expected. This result is sufficient for Black because he has established a solid position at the top and destabilized the white stones on the left.



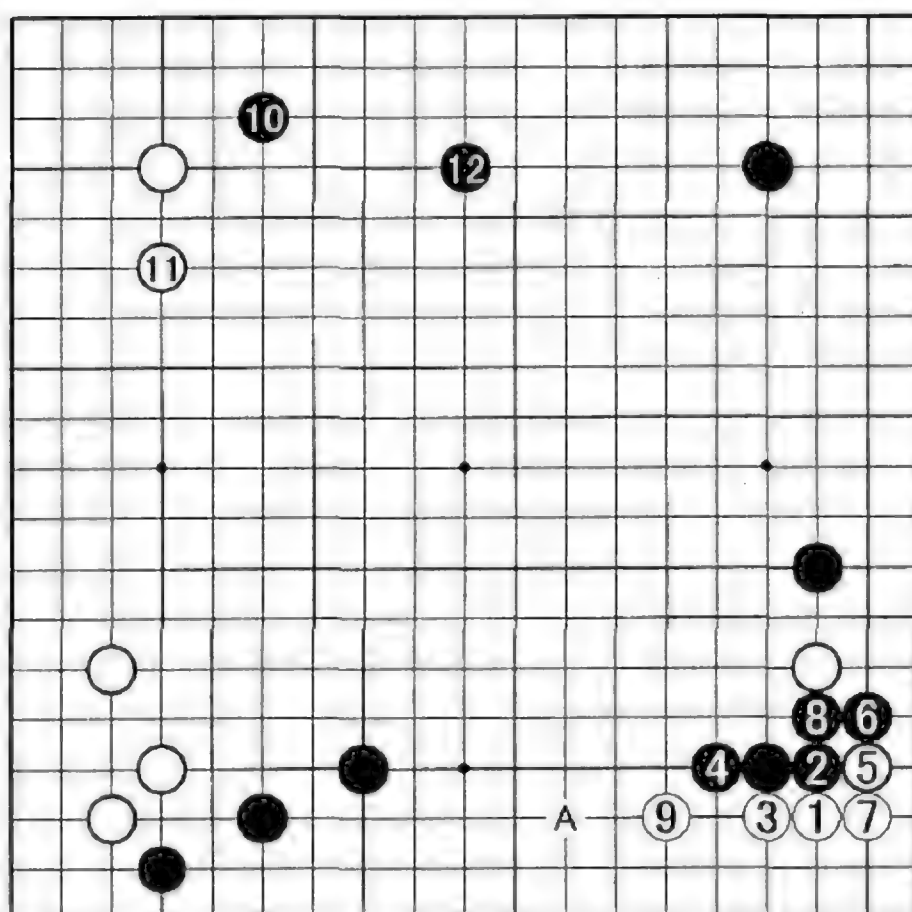
Problem 3. Failure

Black 1 is slack. With 2 and 4, it is now White who has established a position at the top. Black has failed to take the initiative and the game is now even.



Problem 4. The correct answer

White should make a second approach with 1. If Black answers at 2, White plans to extend to 3. After the sequence to Black 6, White slides to 7, robbing the black stones of their base. After Black escapes with 12, White switches to 13.



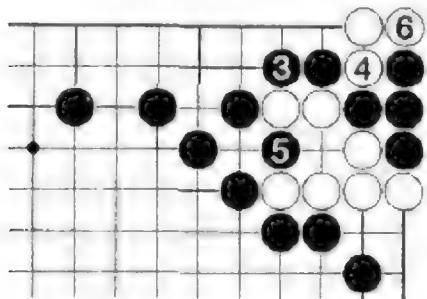
Problem 4. Failure

White's invasion at 1 is the move usually chosen. However, the result to Black 11 is unsatisfactory for White because Black has staked out the top. Black A, threatening to gouge out the base of White's stones in the corner, is now a very big move.

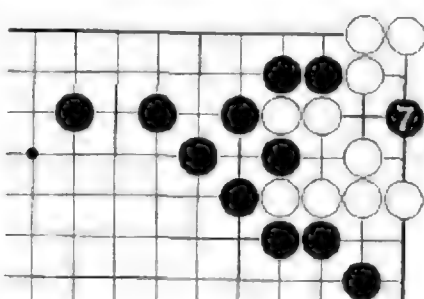
(Continued from page 58)

Dia. 1. Black starts out by playing at 1, threatening to make two eyes for his stones in the corner. Next —

Dia. 2. White has to prevent this by making a placement with 2. Next —



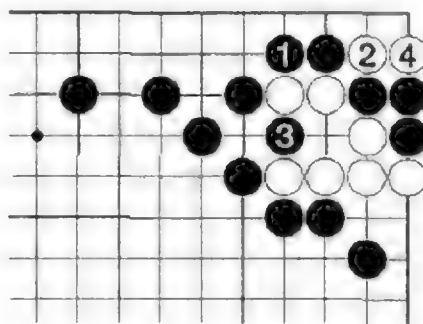
Dia. 3. Continuation 2



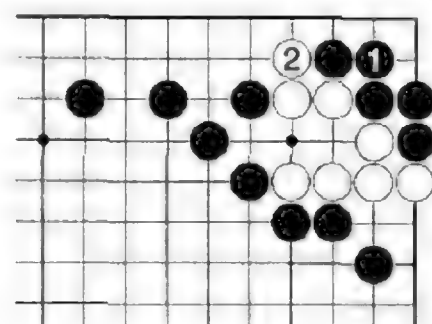
Dia. 4. Continuation 3

Dia. 3. Black links up with 3. After White ataries with 4, Black ataries two white stones with 5, forcing White to capture four stones, but —

Dia. 4. Black makes a placement with 7 and the white stones end up with a dead three-point eye space.



Dia. 5. Failure 1



Dia. 6. Failure 2

Dia. 5. If Black immediately links up with 1, White will capture two stones with 2 and 4. White now has two ways in which to make two eyes.

Dia. 6. Connecting with Black 1 results in a capturing race after White blocks with 2. White's stones have more liberties than Black's, so the white stones live.

(From the supplement to *Monthly Go World*, October 2004.)

Mastering the Basics, Volume Three *Making Good Shape*

by Rob van Zeijst and Richard Bozulich

Understanding and recognizing good shape is important for becoming a strong player and developing the intuition that will instantly guide you to finding the strongest moves in the opening and the middle-game fighting.

The brain is made up of two hemispheres whose functions are different but complementary. The right hemisphere is superior in handling geometrical concepts and the left hemisphere is superior in handling analytical processes. Playing go involves an interesting interplay between these two abilities. The right hemisphere provides the geometrical vision necessary to see the shape that you wish to achieve while the left hemisphere provides the analysis that is needed to achieve that shape. Studying shape is an excellent vehicle for developing and integrating both the geometrical and analytical powers of the brain.

The first chapter begins with a theoretical introduction to shape, beginning with the efficient placement of stones. It then goes on to discuss thickness — how to use it and how to counter it, and how, if used improperly, it can result in the overconcentration of stones. It continues by contrasting the concept of thick stones with that of thin stones, then finally explains what are heavy stones and what are light stones, and how these relate to the important concept of sabaki, which is essentially a method for making good shape.

The second chapter gives examples of the standard shapes, both good and bad, and the third chapter consists of 245 problems to give readers the practice needed to hone their ability to find the shape move in their games. The book ends with two example games. Price + shipping: US\$15.00

Also available in the Mastering the Basic series:

K71: *501 Opening Problems*

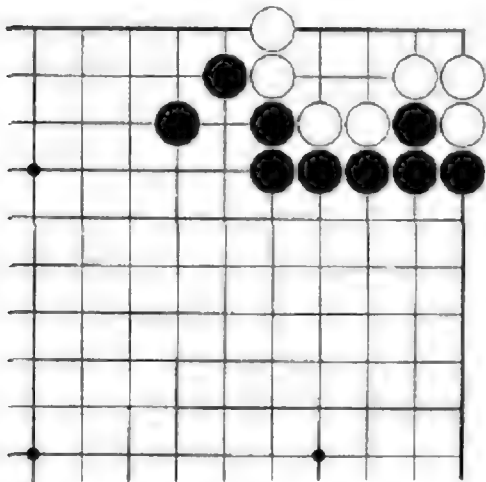
K72: *1001 Life and Death Problems*

In preparation: K74: *501 Tesuji Problems*

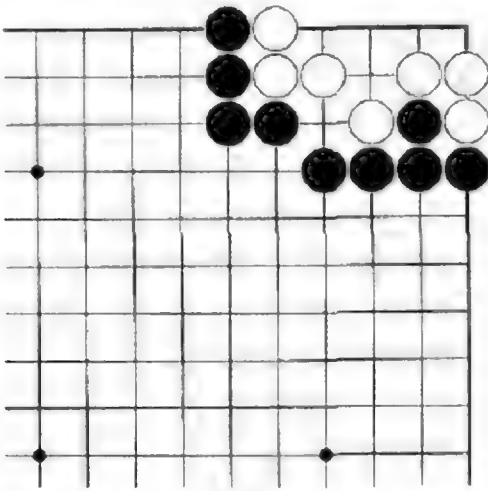
These books may be ordered from Kiseido's online shop at: <http://www.kiseido.com/>

Twelve Easy Life-and-Death Problems

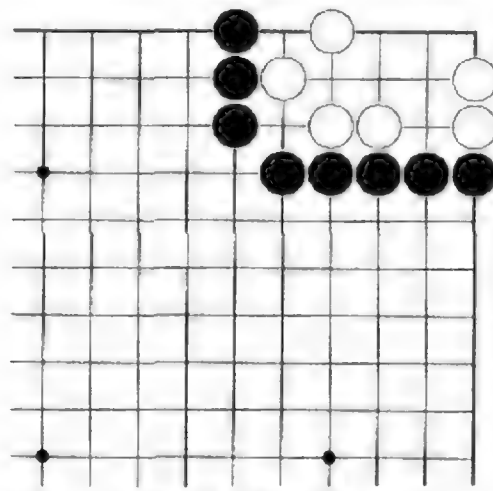
Here are twelve easy life-and-death problems. In all problems, the area in which White has to live is quite small, so there are not many moves to consider. For this reason it should take you no more than two minutes to solve each problem. Answers start on the next page.



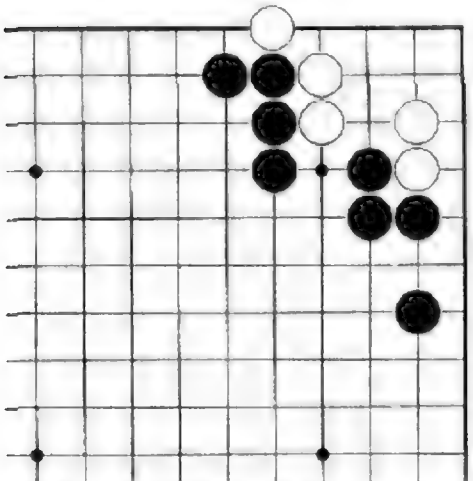
Problem 1. Black to play and kill the white stones.



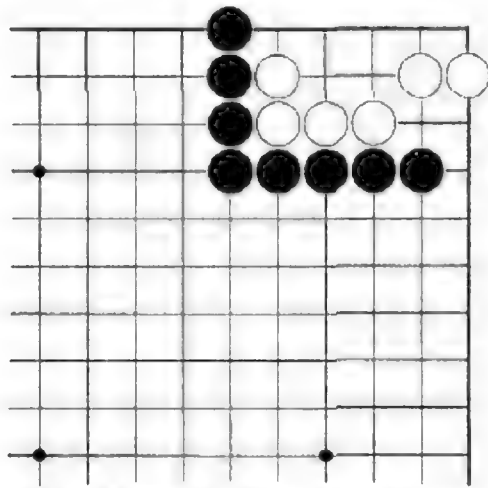
Problem 2. Black to play and kill the white stones.



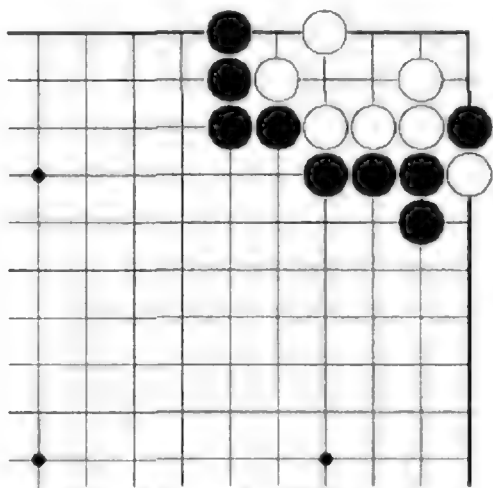
Problem 3. Black to play and kill the white stones.



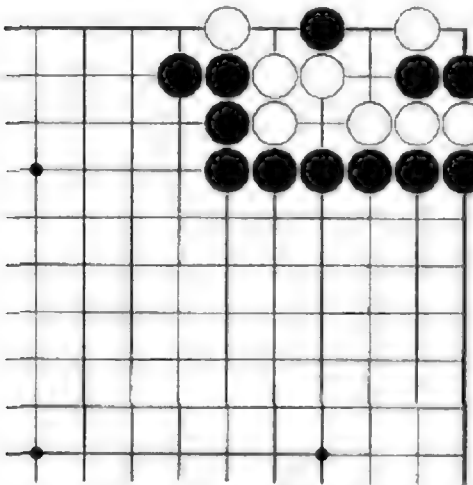
Problem 4. White to play and live.



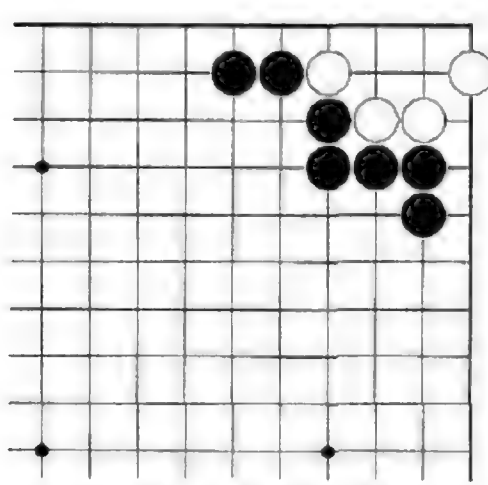
Problem 5. Black to play and kill the white stones.



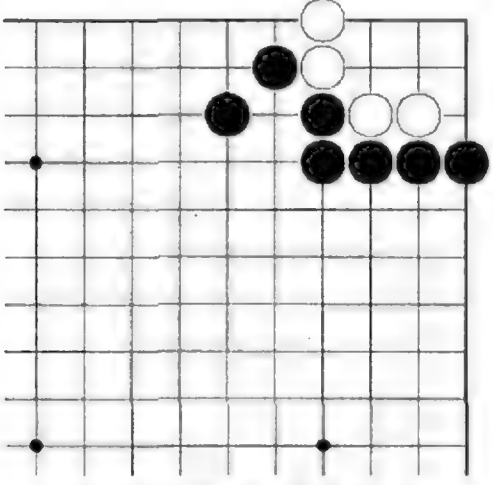
Problem 6. White to play and live.



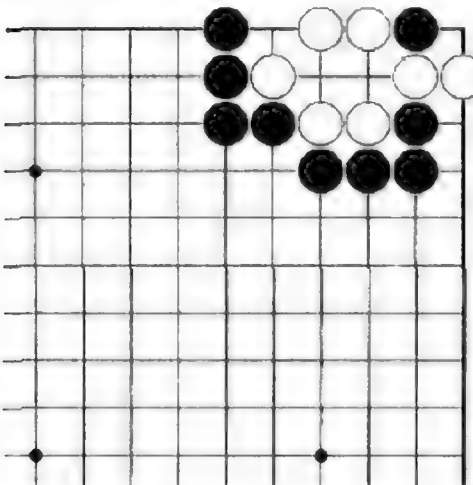
Problem 7. White to play and live.



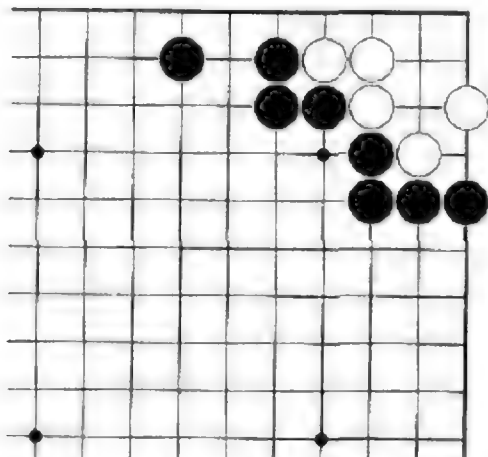
Problem 8. White to play and live.



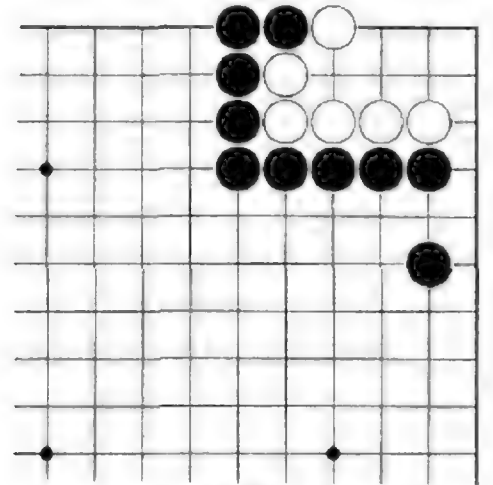
Problem 9. White to play and live.



Problem 10. White to play and live.



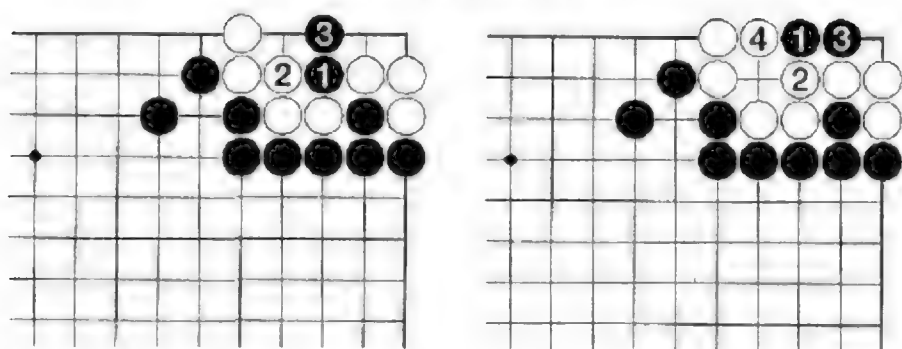
Problem 11. White to play and live.



Problem 9. Black to play and kill the white stones.

Twelve Easy Life-and-Death Problems: Answers

Problem 1



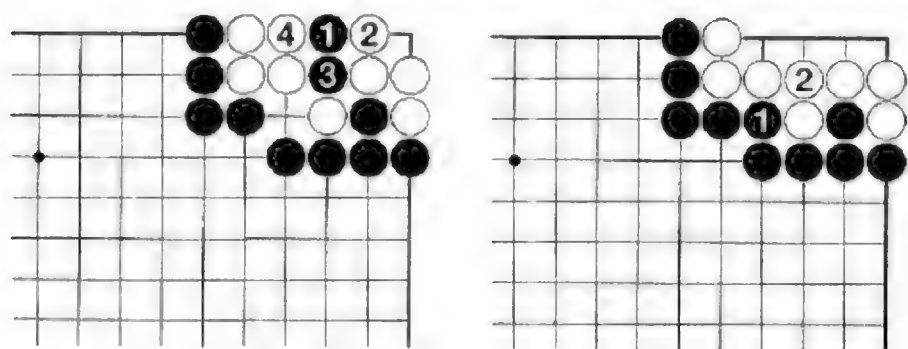
Dia. 1. Correct answer

Dia. 2. Failure

Dia. 1. Black should atari with 1. When White connects with 2, Black descends to 3, and White can't approach the black stones because his own stones are short of liberties.

Dia. 2. The placement of Black 1 may look as if it is the vital point, but, after the sequence to White 4, the white stones are alive.

Problem 2



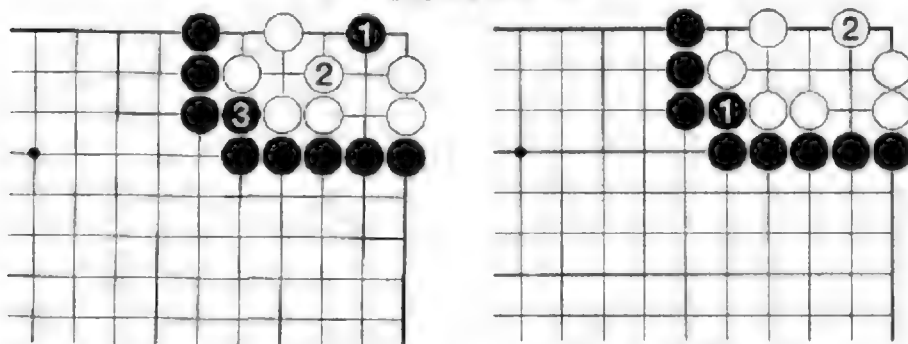
Dia. 1. Correct answer

Dia. 2. Failure

Dia. 1. This time the placement of Black 1 kills this White stones. If White makes an eye in the corner with 2, Black ataries with 3. When White captures with 4, Black throws in a stone with 5 (at 3) and there is no way for the white stones to live.

Dia. 2. If Black ataries with 1, White will connect with 2 and the white stones have a living four-point eye space.

Problem 3



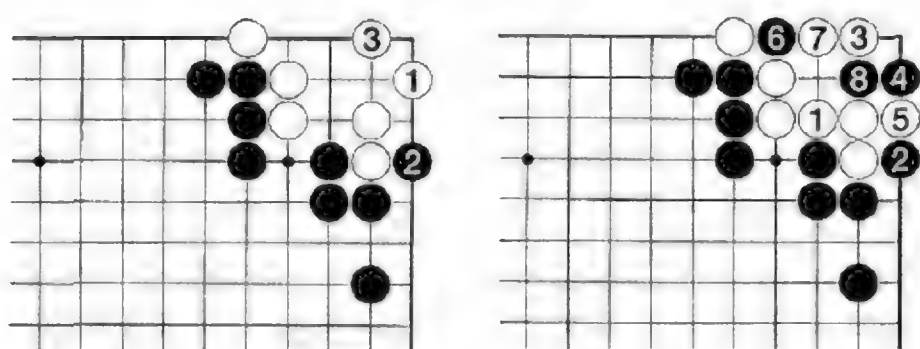
Dia. 1. Correct answer

Dia. 2. Failure

Dia. 1. Black strikes at the vital 1-2 point with 1. White now lacks the space to make two eyes. If White 2, Black plays 3 and White will not be able to make an eye on the left.

Dia. 2. The order of moves is important. If Black first plays 1, White plays on the vital 2-1 point and Black can't prevent him from making two eyes.

Problem 4



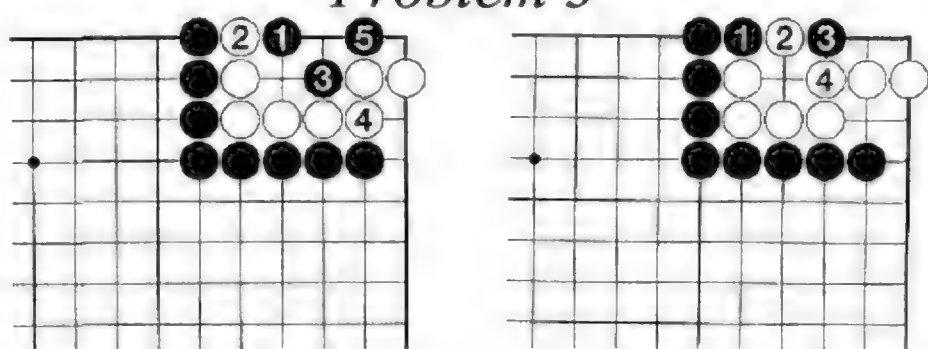
Dia. 1. Correct answer

Dia. 2. Failure

Dia. 1. Again the 2-1 point is the vital point. This move makes miai of the points 2 and 3. If Black 2 at 3, White plays 3 at 2. Either way, White is able to make two eyes.

Dia. 2. If White connects with 1, Black will hane with 2. If White plays on the 2-1 point with 3, Black takes the other 2-1 point with 4. As the sequence to Black 8 shows, White is unable to make two eyes.

Problem 5



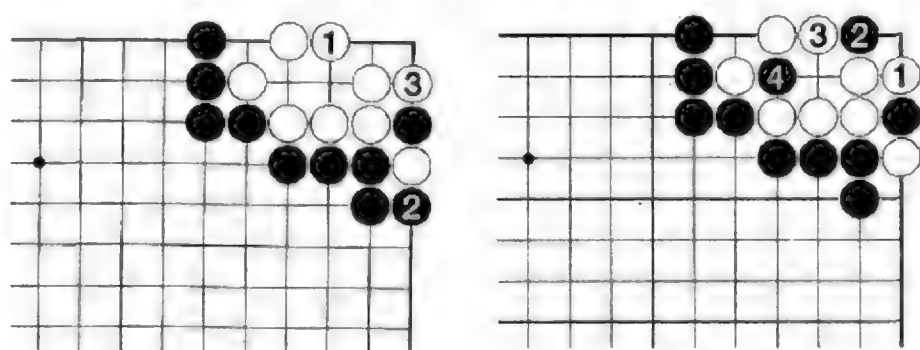
Dia. 1. Correct answer

Dia. 2. Failure

Dia. 1. Black 1 and 3 force White to respond with 2 and 4. With 5, Black has created a dead five-point eye space.

Dia. 2. It is tempting to push in with 1 and atari with 3, but, instead of connecting, White plays 4 and Black must fight a ko to kill the white stones.

Problem 6



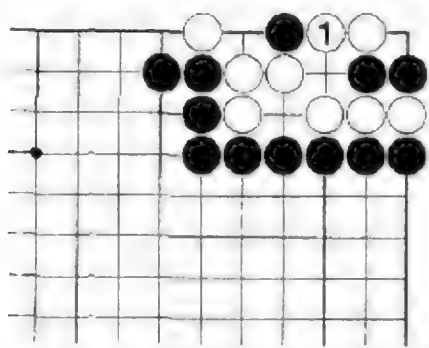
Dia. 1. Correct answer

Dia. 2. Failure

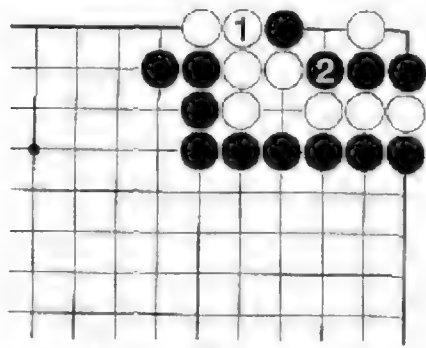
Dia. 1. Falling back to 1 ensures that White will get two eyes. If Black captures with 2, White 3 makes a second eye.

Dia. 2. If White captures with 1, Black plays on the vital point of 2. If White ataries with 3, Black throws in a stone with 4. White is unable to connect at 'a' because his stones are short of liberties. If White captures with 'b' Black ataries with 'a', turning the point at 4 into a false eye.

Problem 7



Dia. 1. Correct answer

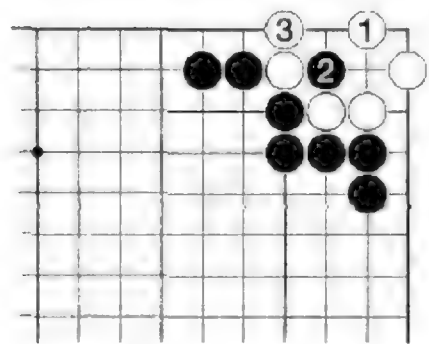


Dia. 2. Failure

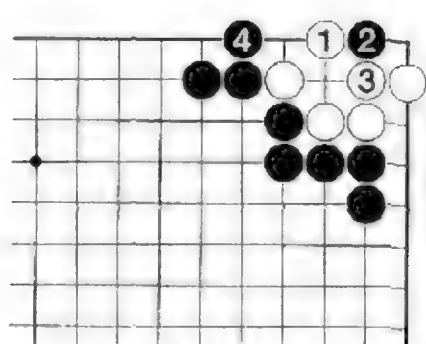
Dia. 1. White 1 is a quiet move that inactivates the black stones on the right and the left. There is now no way for Black to kill the white stones.

Dia. 2. If White connects with 1, Black will atari with 2 and White can't connect because his stones are short of liberties.

Problem 8



Dia. 1. Correct answer

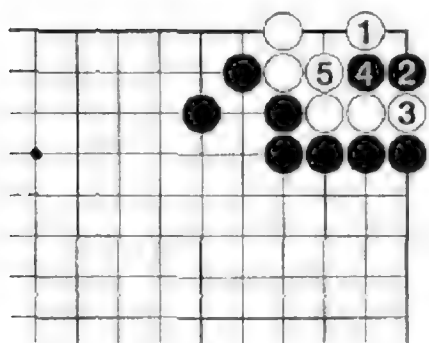


Dia. 2. Failure

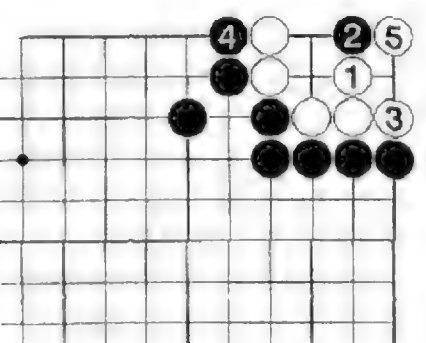
Dia. 1. White 1 makes an eye in the corner and also defends against the atari if Black 2. When White descends with 3, all of his stones are connected and they have two eyes. If Black 2 at 3, White connects at 2 and again he has two eyes.

Dia. 2. White 1 also looks like good move, but Black responds with 2 and 4, and White can't make a second eye.

Problem 9



Dia. 1. Correct answer

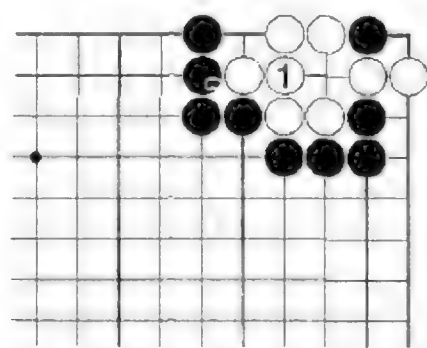


Dia. 2. Failure

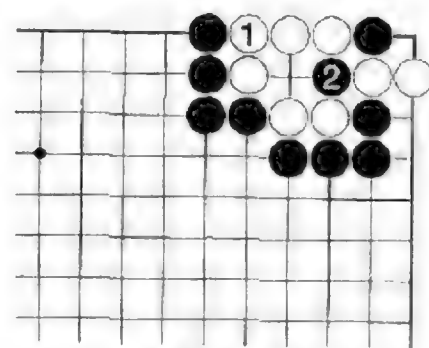
Dia. 1. Playing on the 2-1 point ensures that White will make two eyes. After the sequence to 5, White is alive.

Dia. 2. It seems as if White could also make two eyes by turning at 1, but Black hits the vital point with 2. The sequence to White 5 is inevitable, but now Black can capture the stone at 5 and fight a ko for the white stones.

Problem 10



Dia. 1. Correct answer

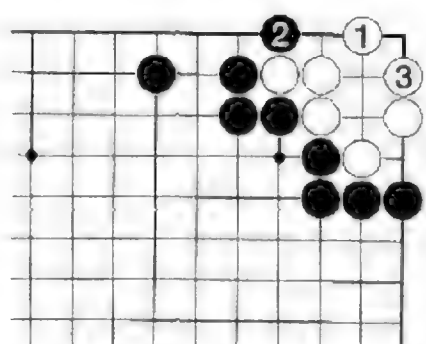


Dia. 2. Failure

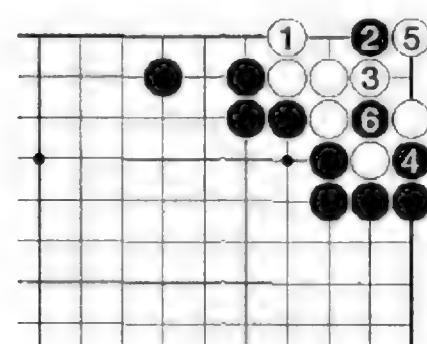
Dia. 1. White must be careful and calmly connect at 1. His stones now have two eyes.

Dia. 2. It seems as if 1 will give White an extra point of profit, but Black will atari with 2 and White is caught in a snapback: if he captures the stones at 2, his own stones will still be in atari.

Problem 11



Dia. 1. Correct answer

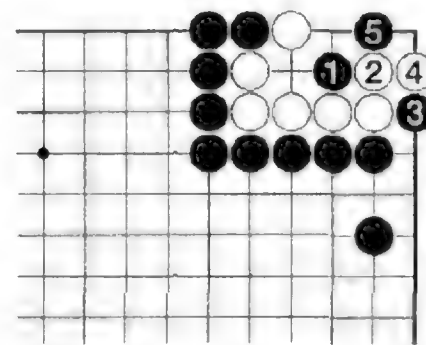


Dia. 2. Failure

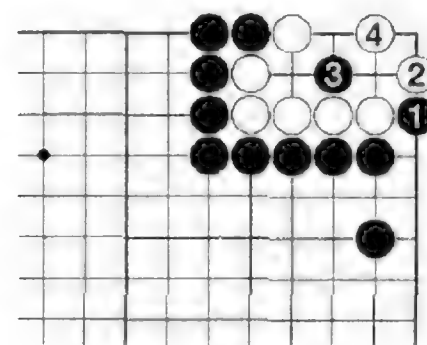
Dia. 1. White 1 makes miai of the points 2 and 3. If Black 2, White gets two eyes with 3. If Black plays 2 at 3, White gets his second eye by playing 3 at 2.

Dia. 2. If White first descends to 1, Black hits the vital 2-1 point with 2. After the sequence to Black 6, the corner becomes a double ko, so the white stones are dead.

Problem 12



Dia. 1. Correct answer



Dia. 2. Failure

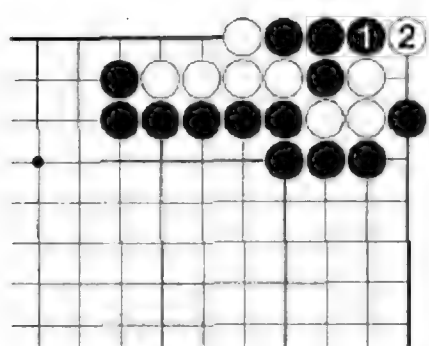
Dia. 1. Black plays on the point where White can make an eye. If White turns with 2, Black exchanges 3 for White 4, then hanes with 5, leaving White with a dead three-point eye space.

Dia. 2. The order of moves is important here. If black first hanes with 1, then makes a placement at 3, White 4 immobilizes the black stone and gets an eye in the corner.

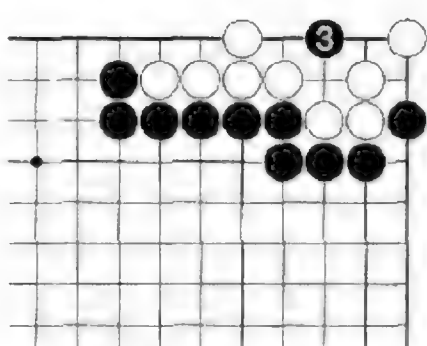
(From the supplement to *Monthly Go World*, July 2004.)

Large-Sacrifice Life-and-Death Problems: Answers

Problem 1



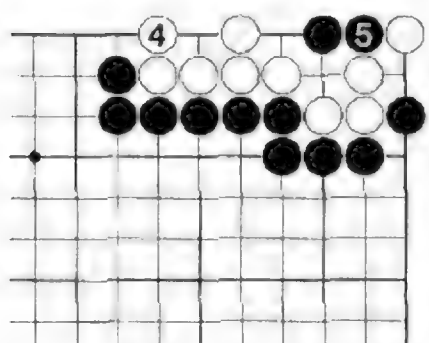
Dia. 1. Correct answer



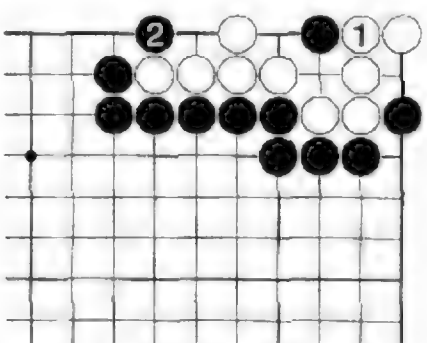
Dia. 2. Continuation

Dia. 1. Black should turn with 1 and increase his sacrifice to four stones. After White captures with 2 —

Dia. 2. Black makes a placement with 3. Next —



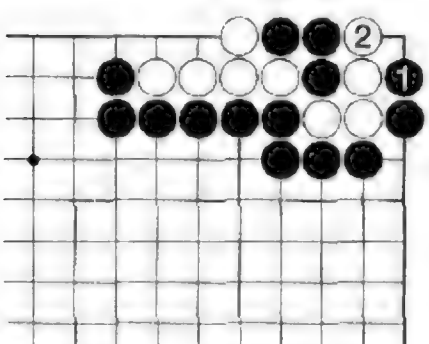
Dia. 3. Continuation 1



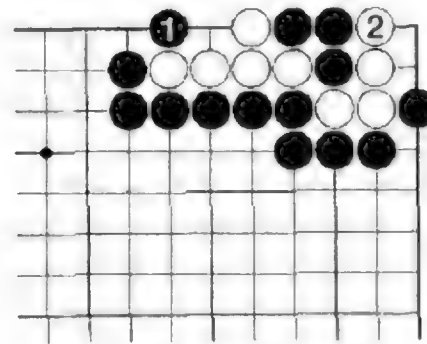
Dia. 4. Continuation 2

Dia. 3. If White makes an eye on the left with 4, Black plays 5 and the white stones can't make a second eye.

Dia. 4. Instead of 4 in *Dia. 3*, if White connects with 1, Black hanes with 2 and again the white stones can't make two eyes.



Dia. 5. Failure 1

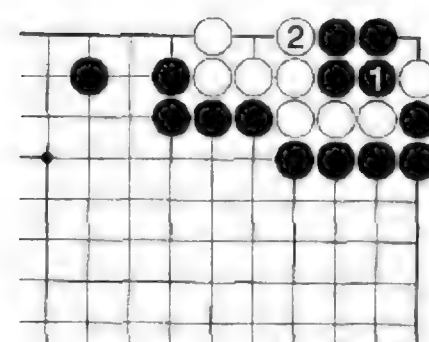


Dia. 6. Failure 2

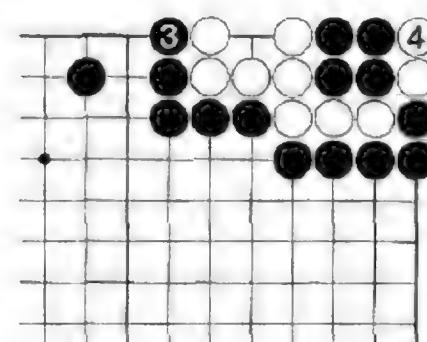
Dia. 5. Black 1 is an ordinary move. After White captures with 2, he will have no trouble getting two eyes.

Dia. 6. Black 1 is another lackluster move. After White captures with 2, he has two ways to make two eyes.

Problem 2



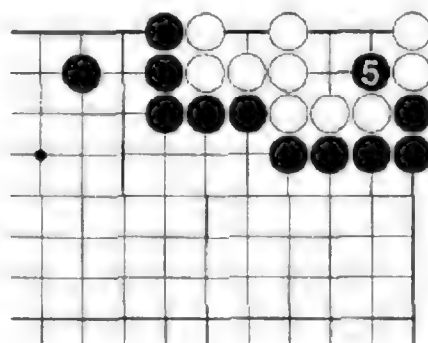
Dia. 1. Correct answer



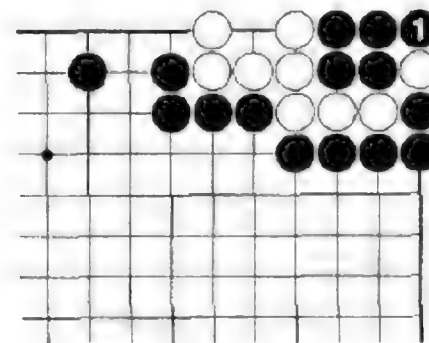
Dia. 2. Continuation 1

Dia. 1. Black should increase the sacrifice to four stones with 1. If White ataries with 2 —

Dia. 2. Black ataries with 3, forcing White to capture with 4. Next —



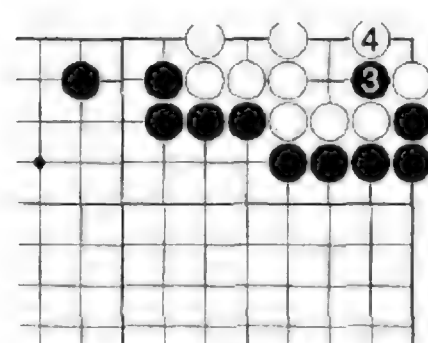
Dia. 3. Continuation 2



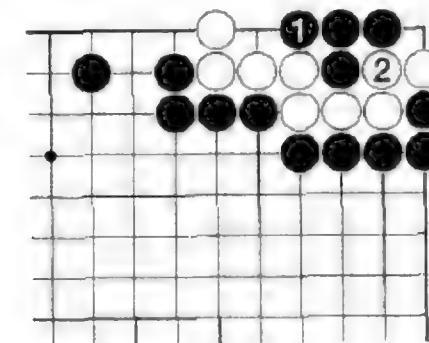
Dia. 4. Failure

Dia. 3. Black can now play back in with 5 and capture the two white stones in the corner.

Dia. 4. Capturing with Black 1 is a mistake. White captures 5 stones with 2 (below 1). Next —



Dia. 5. Continuation

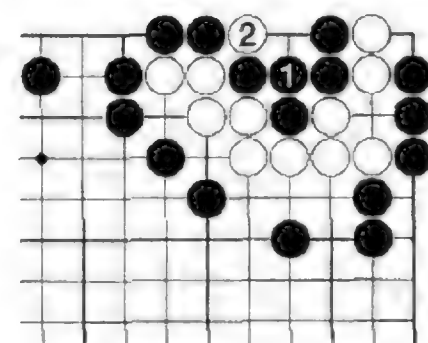


Dia. 6. Failure

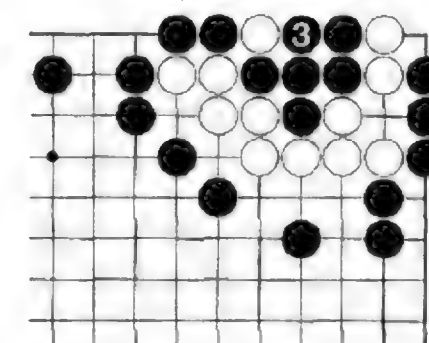
Dia. 5. Black will atari with 3, but White ataries with 4 and he can fight a ko for the life of his stones.

Dia. 6. Turning with Black 1 also fails. White connects with 2 and his stones are alive in a seki.

Problem 3



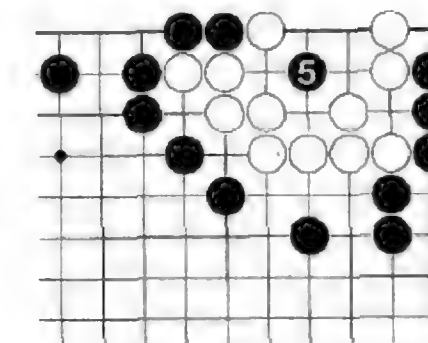
Dia. 1. Correct answer



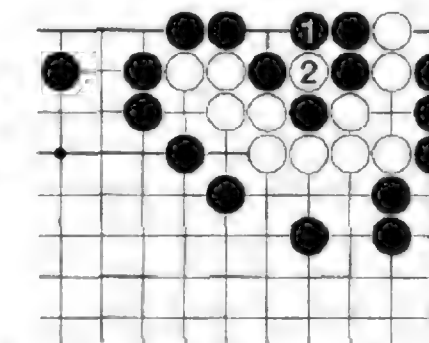
Dia. 2. Continuation

Dia. 1. Black must connect with 1. After White throws in with 2 —

Dia. 2. Black will capture with 3. White now captures six stones with 4 (left of 3). Next —



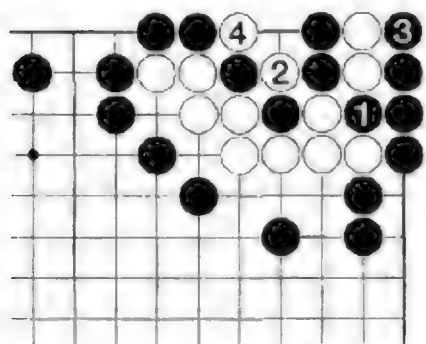
Dia. 3. Continuation 2



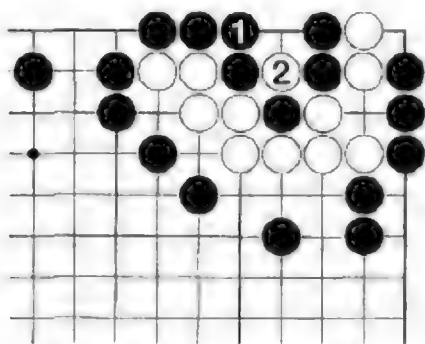
Dia. 4. Failure 1

Dia. 3. White ends up with a six-point dead eye shape (known as 'flower six'), so Black plays right in the middle of this shape with 5 and White can't get two eyes.

Dia. 4. Setting up a ko with a move like Black 1 is often a strong move. However, Black doesn't have to resort to such tactics as he can kill the white stones outright, as the correct answer shows..



Dia. 5. Failure 2

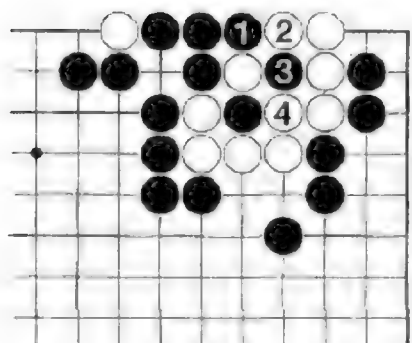


Dia. 4. Failure 3

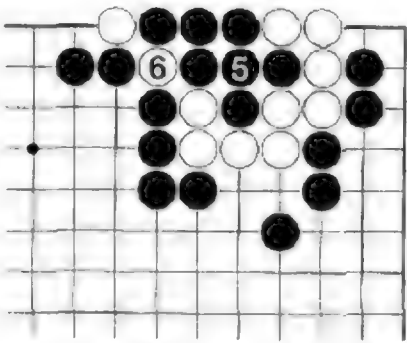
Dia. 5. White can capture two white stones with 1 and 3, but White can get two eyes by capturing with 2 and 4.

Dia. 6. Connecting with Black 1 also fails. White captures with 2, putting two black stones in atari. Black can't connect these stones with the ones on the left because they are short of liberties.

Problem 4



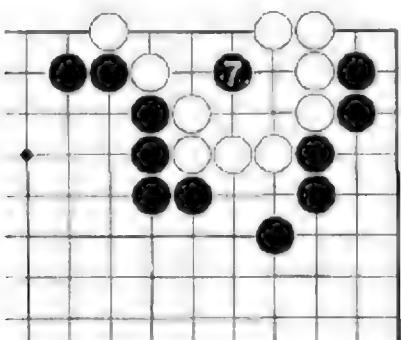
Dia. 1. Correct answer



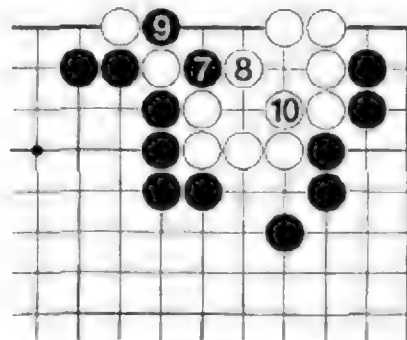
Dia. 2. Continuation 1

Dia. 1. Black first ataries with 1, and White ataries with 2 and 4. Next —

Dia. 2. Surprisingly, instead of saving four of his stones, Black connects with 5, allowing White to capture six stones with 6, but —



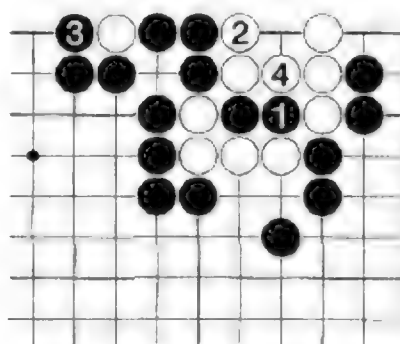
Dia. 3. Continuation 2



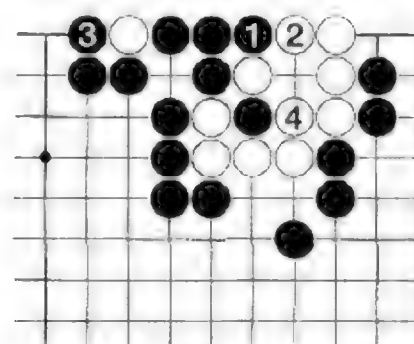
Dia. 4. Failure 1

Dia. 3. White ends up with a dead eye space, so Black can make a placement at 7 and kill the white stones.

Dia. 4. Instead of 7 in *Dia. 3*, Black must not atari with 7 and capture with 9. White could then play 8 and 10 and make two eyes.



Dia. 5. Failure 2

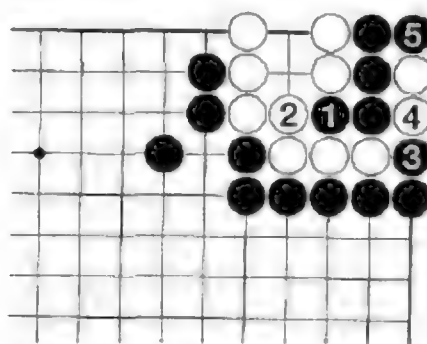


Dia. 4. Failure 3

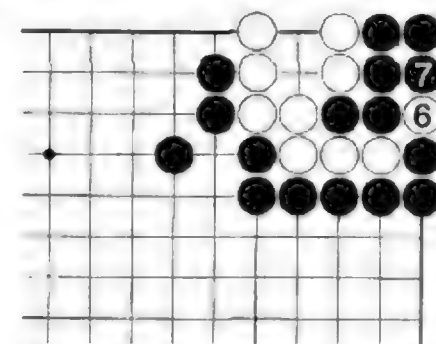
Dia. 5. Since the white stones have two outside liberties, Black 1 is not a forcing move. White can ignore it and atari with 2, forcing Black to capture with 3. White can then come back and capture two stones with 4, making two eyes.

Dia. 6. Capturing with Black 3, as in the correct answer, is necessary. If Black captures the stone on the left with 3, White captures with 4 and gets two eyes.

Problem 5



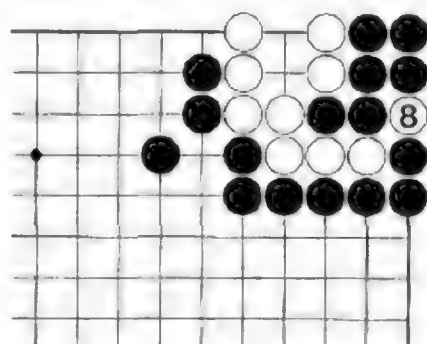
Dia. 1. Correct answer



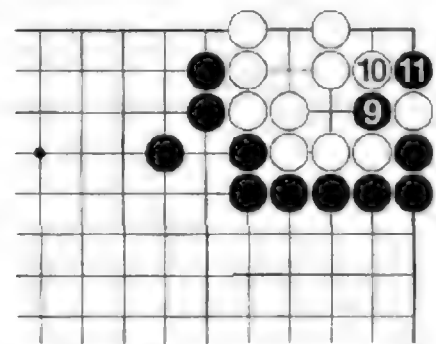
Dia. 2. Continuation 1

Dia. 1. Black must first atari with 1, then push in with 3. The exchange of White 4 for Black 5 can be expected. Next —

Dia. 2. White throws in a stone with 6 and Black captures with 7. Next —



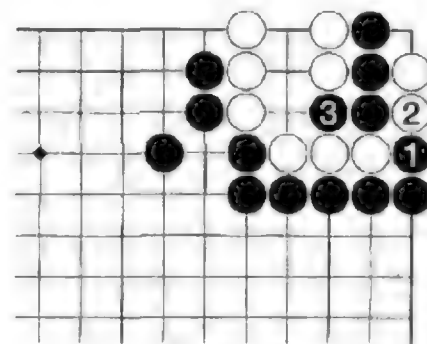
Dia. 3. Continuation 2



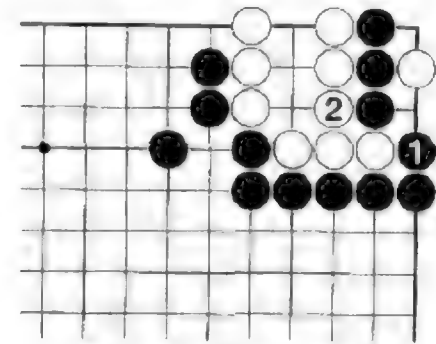
Dia. 4. Continuation 3

Dia. 3. White captures six stones with 8, but —

Dia. 4. Black can atari with 9. White's resistance with 10 is futile; Black captures with 11 and White can't get two eyes.



Dia. 5. Failure 1

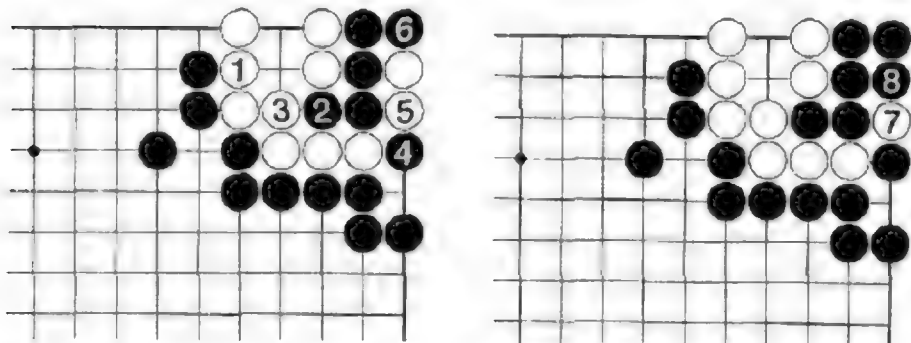


Dia. 4. Failure 2

Dia. 5. Some readers might wonder about the order of moves. Isn't it the same if Black plays 1 first, then, after White 2, atari with 3? The problem is —

Dia. 6. White will not play 2 in *Dia. 5*, but connect with 2 here. If Black next connects above 1, White makes two eyes inside his three-point eye space; if Black plays inside this eye space, White will capture the stones in the corner in a sequence similar to the one shown in *Dias. 1* to 3.

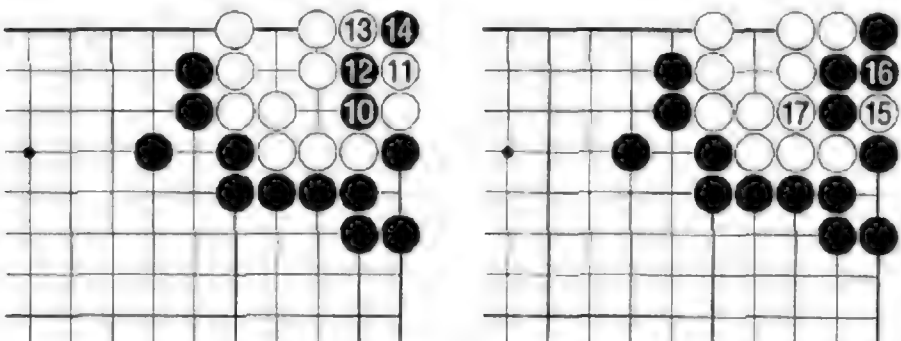
Problem 6



Dia. 1. Preliminary answer *Dia. 2. Continuation 1*

Dia. 1. Connecting with 1 is the tesuji that enables White to live. The next moves are similar to the ones in the correct answer of Problem 5.

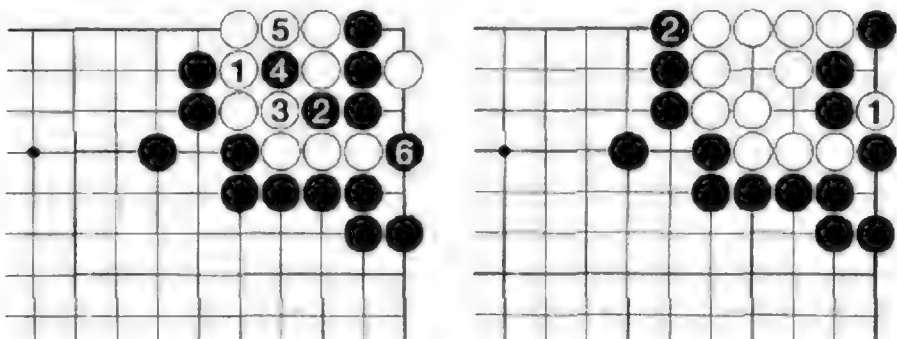
Dia. 2. White throws in a stone with 7. After Black captures with 8, White recaptures with 9 (at 7).



Dia. 3. Continuation 2 *Dia. 4. Continuation 3*

Dia. 3. Black ataries with 10 and 12, then captures two stones with 14.

Dia. 4. Instead of capturing the stone at 14, White must throw in a stone with 15. After Black captures with 16, White ataries with 17, and Black can't connect because his stones are short of liberties.

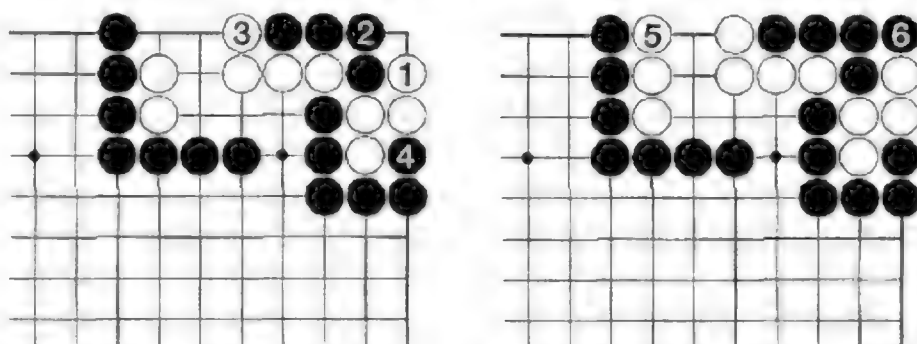


Dia. 5. Correct answer *Dia. 6. Continuation 1*

Dia. 5. After White 3, Black should atari with 4, then threaten to link up with 6. The moves then continue as in *Dias. 2* and 3. Next —

Dia. 6. After White throws in with 1, Black blocks with 2. White now finds that his stones are short of liberties, so he has to fight a ko to live.

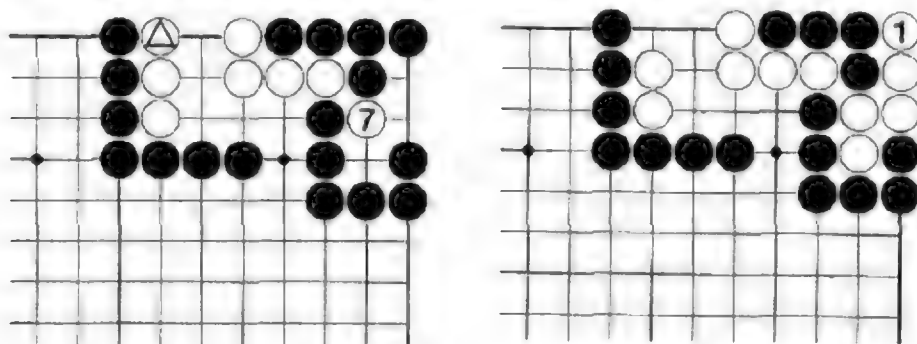
Problem 7



Dia. 1. Correct answer *Dia. 2. Continuation 1*

Dia. 1. If White ataries with 1, the sequence to White 4 follows. Next —

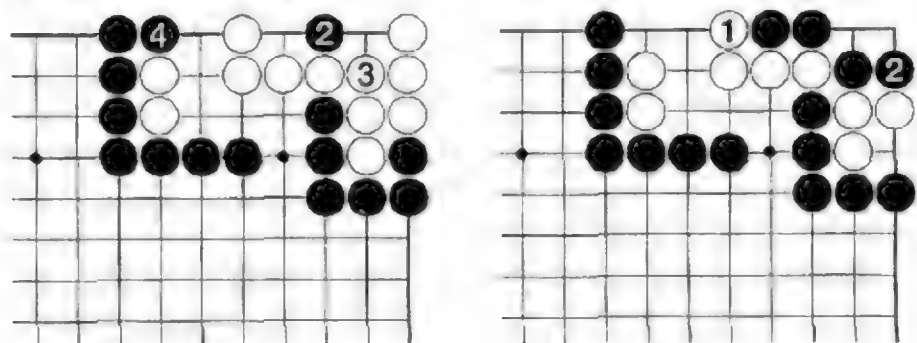
Dia. 2. White makes an eye on the left with 5, letting Black capture four stones with 6, but now —



Dia. 3. Continuation 2 *Dia. 4. Failure 1*

Dia. 3. Black can atari and capture five stones with 7. With the marked stone in place there is no way for Black to stop White from making two eyes.

Dia. 4. If White omits 5 in *Dia. 2* and captures four stones with 1 —

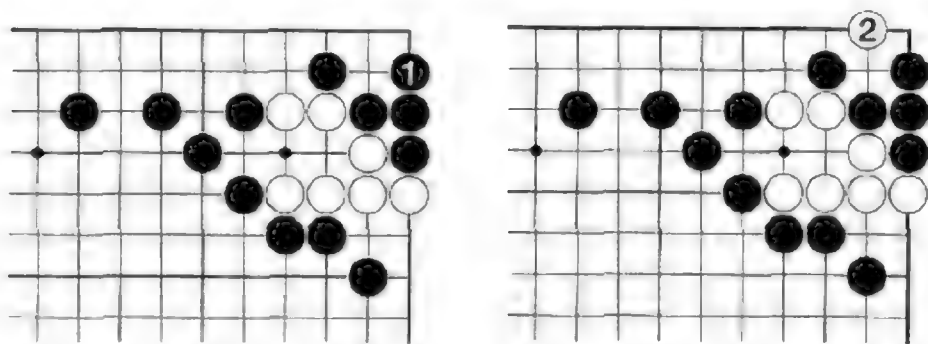


Dia. 5. Continuation 2 *Dia. 6. Failure 2*

Dia. 5. Black make a placement with 2, threatening to capture the five stones on the right in a snapback by playing at 3. White must connect, so Black can push in with 4 and the white stones are left with only one eye.

Dia. 6. White 1 lacks a plan. Black ataries with 2 and there is no way for White to make two eyes.

Problem 8



Dia. 1. Correct answer *Dia. 2. Continuation 1*

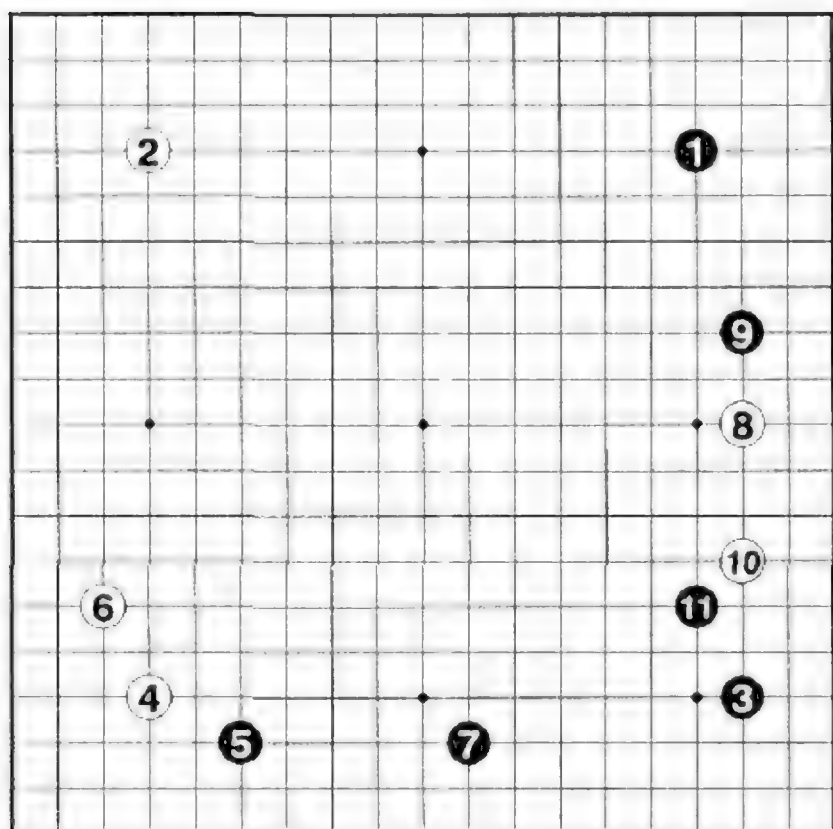
(Continued on page 52)

The Korean Style: Korean Joseki Innovations (6)

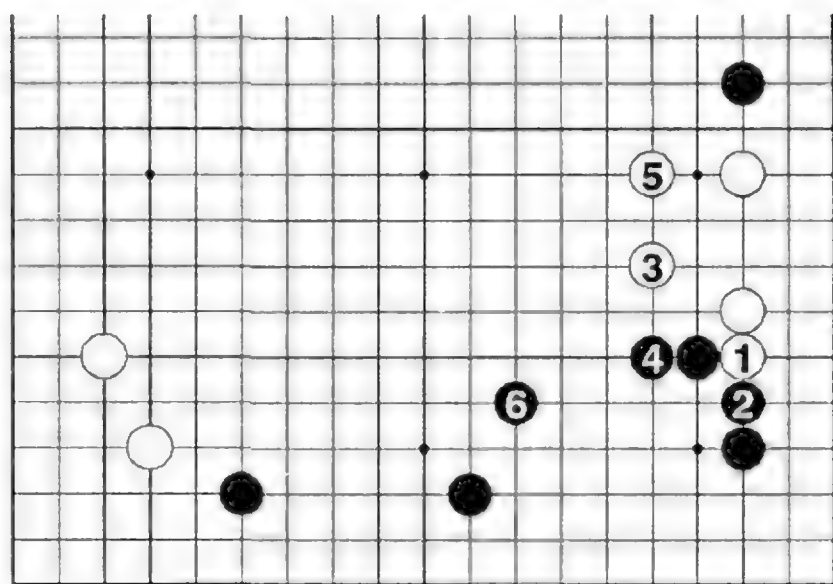
by Oya Koichi 9-dan

The Yoda joseki

Dia. 1 shows the mini-Chinese pattern, in which Black develops along the bottom with 3, 5 and 7. It was quite popular at one time. Splitting the right side with 8 is natural. The usual continuation for Black is to put pressure on White with 9 and 11, his aim being to expand the bottom moyo while attacking White.



Dia. 1: the mini-Chinese opening



Dia. 2: the bottom is big

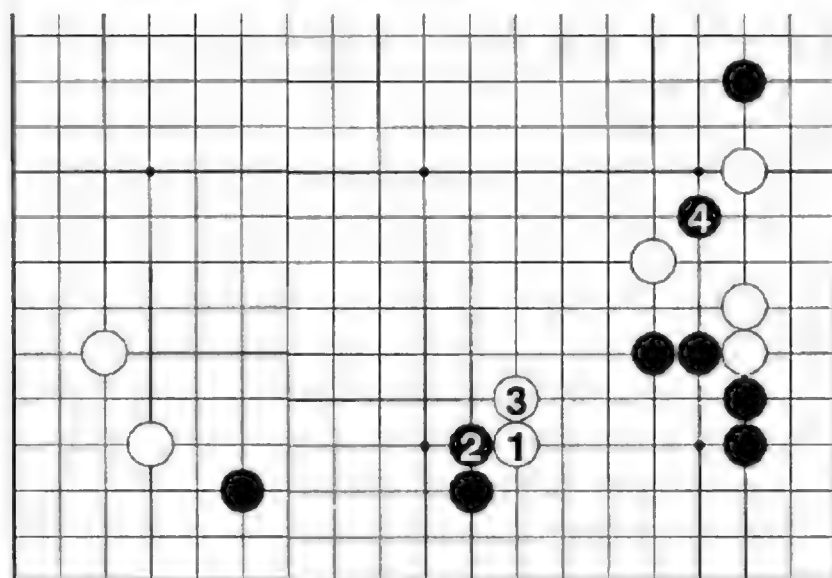
Dia. 2. The moves from 1 to 5 were considered a quasi-joseki by professionals, but Black 6 is an ideal enclosing move.

Dia. 3. According to the proverb, you should reduce with the shoulder hit, but White 1 and 3 don't secure a good result for White. Black strikes at the diagonal gap with 4, and White faces a really tough fight.

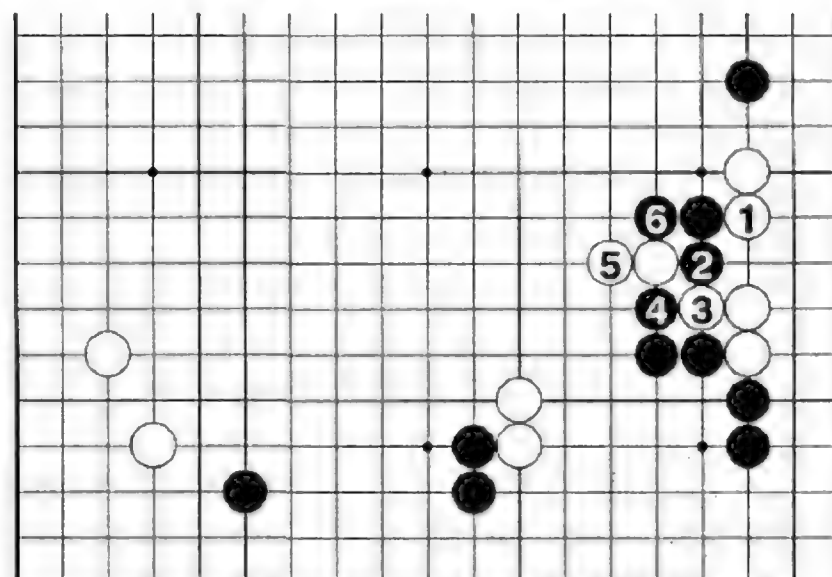
Dia. 4. Answering at 1 is White's only move,

but Black of course cuts with 2 and 4. White's in trouble. Whenever you leave this diagonal gap in your shape, you have to have a countermeasure ready for when the opponent plays there — after all, you can't avoid being split into two.

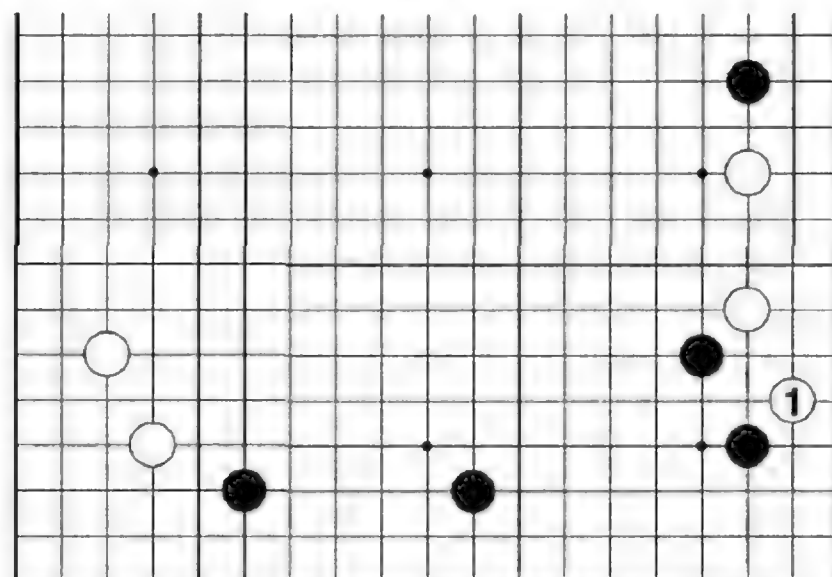
For the above reason, the sequence in *Dia. 2* was, for a time, considered inevitable.



Dia. 3: trouble for White



Dia. 4: split up

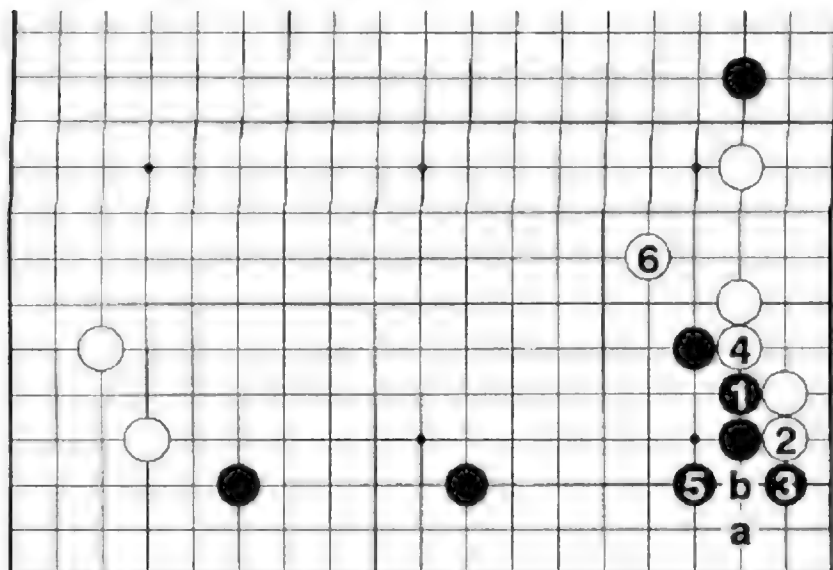


Dia. 5: Yoda's innovation

Dia. 5. Something's funny. There's no way that *Dia. 2* gives an even result . . . The first per-

son to realize this was Yoda Norimoto. His answer was sliding to White 1.

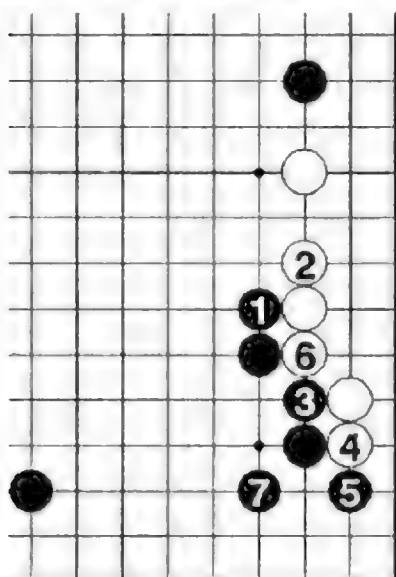
This may seem a strange move: it's a little early to be playing on the 2nd line. However, it's a good move! White 1 soon earned citizenship.



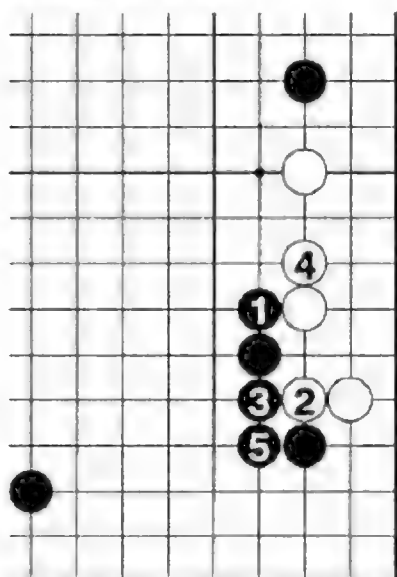
Dia. 6: a big improvement for White

Dia. 6. Let's look at the answers available to Black. The representative move is Black 1. The continuation to 6 can be called a joseki. What are the differences from *Dia. 2*? First of all, Black's territory is much smaller: White had eaten into the corner. Moreover, White has the peep of 'a', forcing Black 'b', so White can aim at invading the bottom.

Dia. 7. One's first instinct is to push up at 1. If White is kind enough to answer at 2, Black then backtracks to 3. White has no choice but to play 4 and 6. Compared to the previous diagram, Black has gained from the 1-2 exchange, which makes 1 a forcing move. Instead of 2 —



Dia. 7: greedy

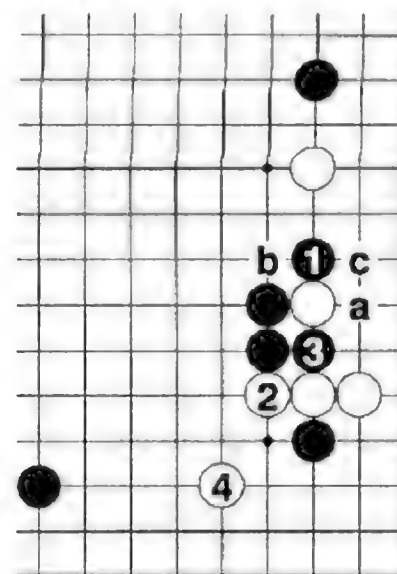


Dia. 8: White's counter

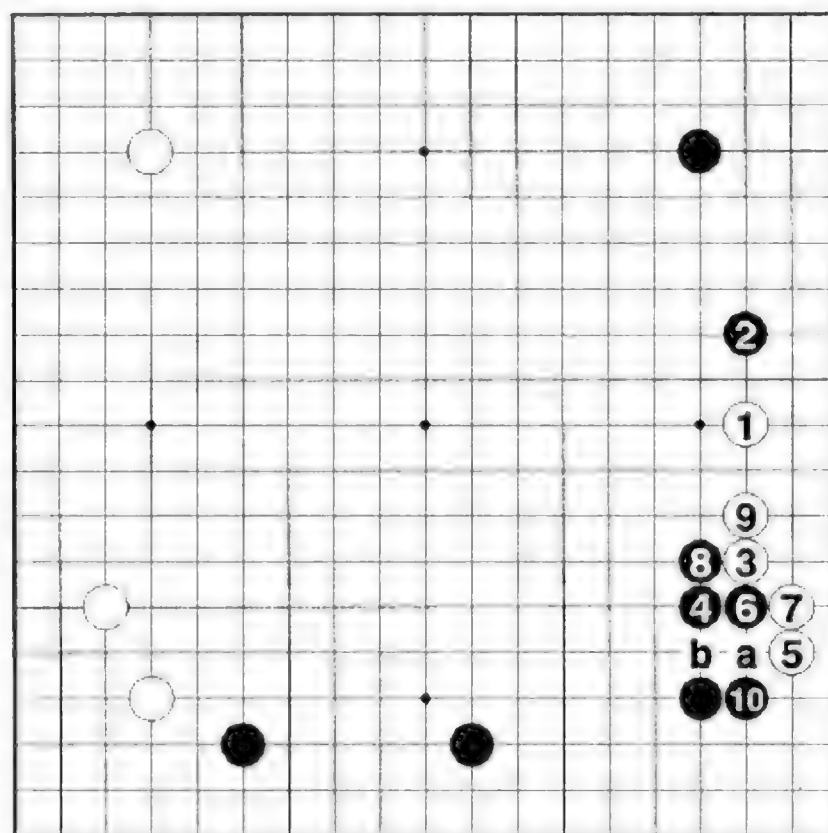
Dia. 8. White can push up at 2, then defend at 4. This is a sequence with profound implications. Black can't omit the reinforcement at 5. Black's corner result is several degrees slacker than in *Dia. 6* [the corner is open at the side, Black has lost sente].

Is Black 3 really necessary? Instead —

Dia. 9. The hane of 1 shows fighting spirit. If White descends at 'a' after 2, cutting at 'b' and linking up with 'c' become miai, so Black 3 and White 4 follow. A large-scale trade has taken place. It's obvious at a glance who has profited from this result: White's corner is too big.



Dia. 9: bad for Black

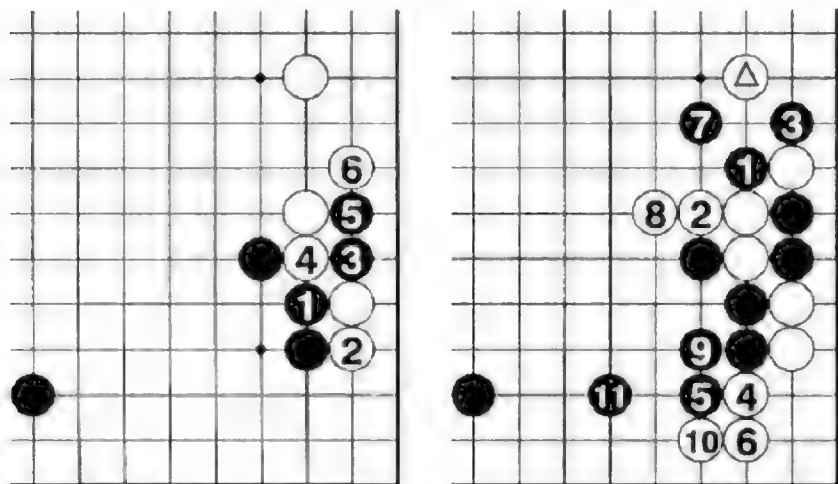


Dia. 10: tewari

Dia. 10. Let's have another look at *Dia. 8*. *Tewari** is my forte (just joking), so here's a tewari diagram. We have a two-star-point opening on the right side and something close to the mini-Chinese pattern at the bottom. White makes the splitting move of 1. Black 2 to 10 are then played. Black 10 is in a really hopeless location. After building centre thickness with 4, defending the corner with 10 is unnatural. In *Dia. 8*, White has in effect exchanged 'a' for Black 'b', which is bad, but not as reprehensible as Black 10 here.

* *Tewari* is a technique for evaluating efficiency in which one removes non-essential stones or compares the sequence to a different one that gives the same result.

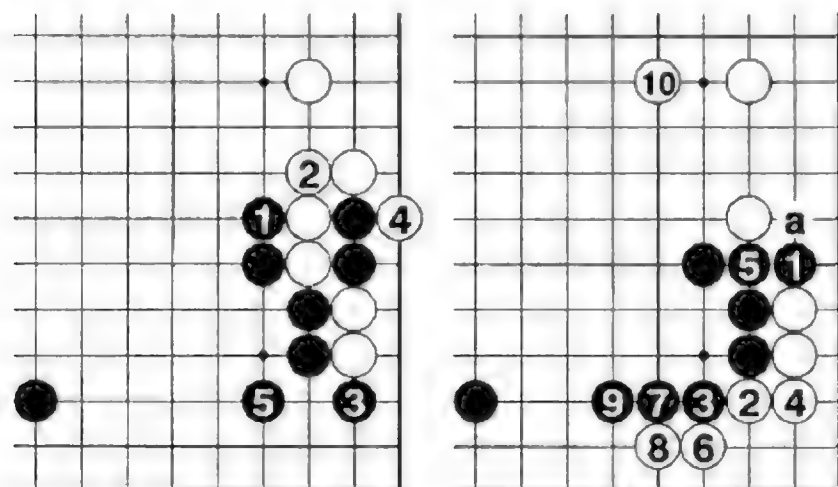
Dia. 11. Josekis are alive: they are constantly evolving. From dissatisfaction with *Dia. 8*, Black tried the hane of 3 here. White 4 looks natural, but it falls into a trap set by Black.



Dia. 11: evolution

Dia. 12: good for Black

Dia. 12. Black has two options. First of all, he can keep things simple with 1 and 3. White has no choice but to seek life in the corner with 4 and 6. Up to 11, Black cuts off the marked white stone and can also aim at attacking the four white stones. I can't find any minus factor for Black in this variation. The corner white territory is also nothing special.



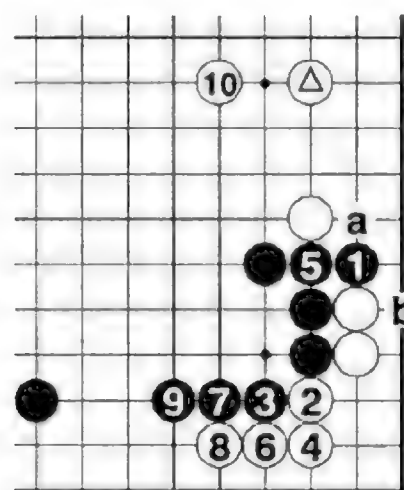
Dia. 13: good for Black *Dia. 14: White's counter*

Dia. 13. Forcing with 1 and 3 is another straightforward variation. You'll notice that the result is similar to *Dia. 7*. Losing two stones is a minus, but getting a stone in place at 1 is a plus, as it is bound to help in any centre fighting.

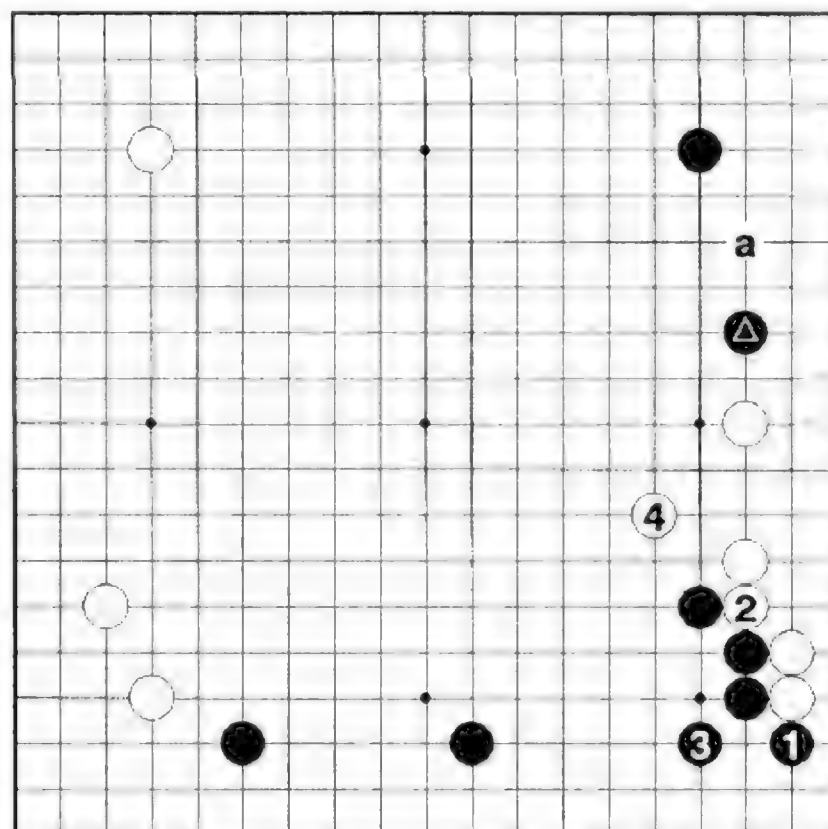
Dia. 14. We used the term 'evolution' in reference to Black 3 in *Dia. 11*, but actually it was not a step forward. White has a good answer that it's easy to overlook, namely, White 2 and 4. Black 5 is forced, so White gouges out the corner, then jumps to 10. White looks forward to a chance to block at 'a' later. This result is good for White.

Dia. 15. A professional went wrong here. He assumed that descending at 4 was the only move. However, if he later blocks at 'a', Black counters with the sente move of 'b', so the marked white

stone and 10 have much less vitality than in *Dia. 14*.



Dia. 15: a professional goes wrong



Dia. 16: something's funny

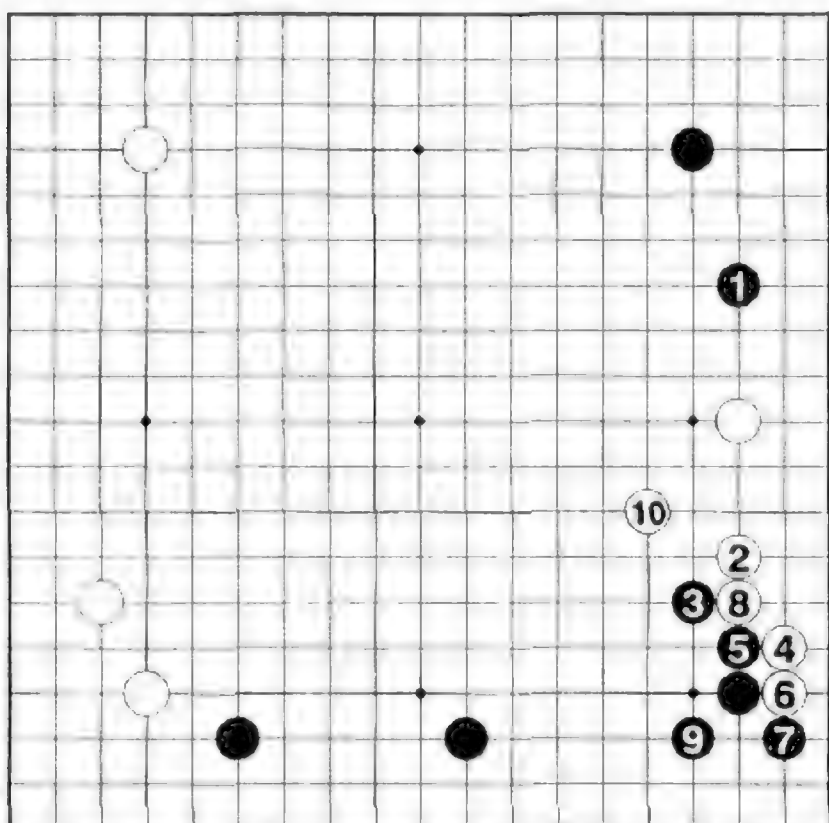
Let's review what we've learnt so far.

Dia. 16. Just when people were beginning to think that Black had no choice about 1 and 3, professionals took a second look at this pattern. Black has played the marked stone in order to attack the white group here, yet when White plays 2 and 4, it is Black who has to worry about the threat of a white invasion at 'a'. Black's corner territory is also not impressive.

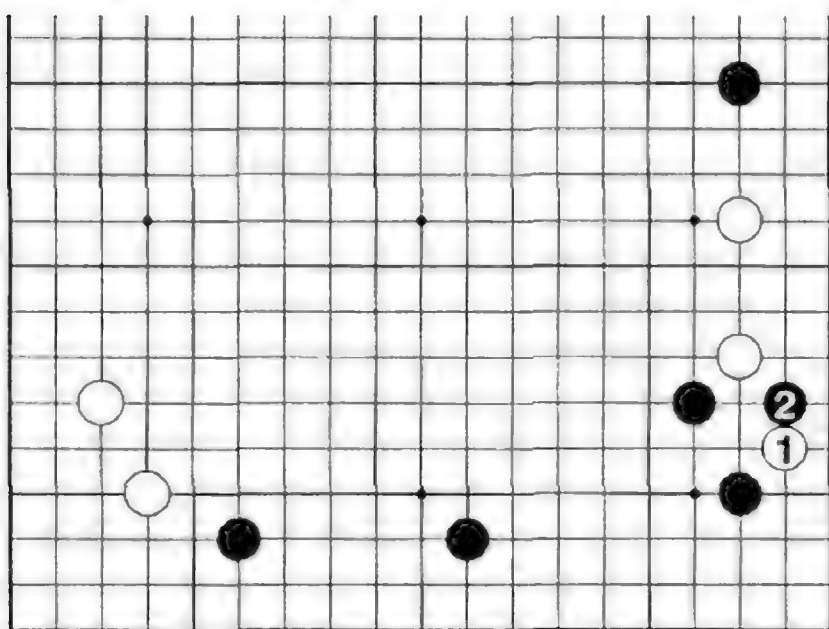
There's not one good point for Black in this result.

Dia. 17 (next page). The answer is simple: hold back one line with 1. This is the conclusion that we Japanese professionals finally arrived at. White may have eaten into the corner and settled his side group, but Black has sente to switch to a large point elsewhere. This is how we viewed the matter.

However, Korean players came up with an astonishing counter to the Yoda joseki.



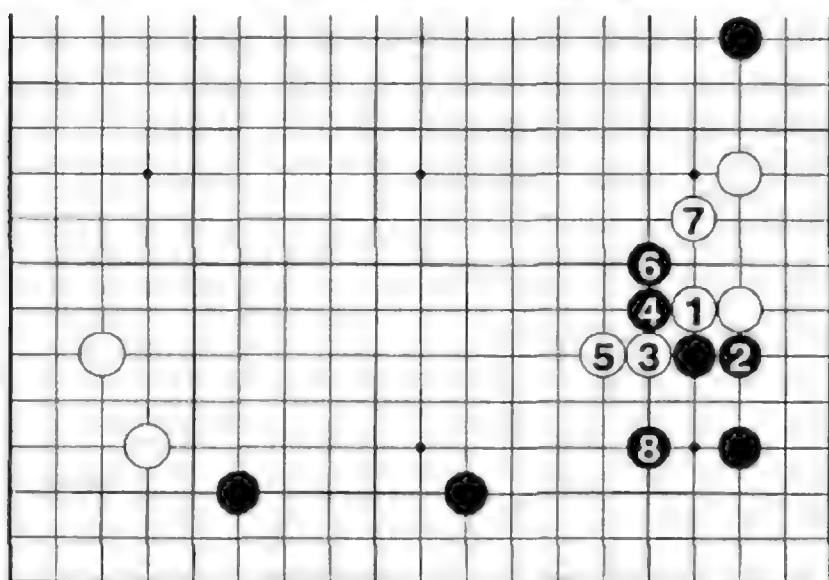
Dia. 17: the definitive version in Japan



Dia. 18: Rui's innovation

Dia. 18. Black 2 was invented by Rui Nai-wei, a Chinese player but a guest member of the Korean Ki-in. The aim, of course, is to avoid the Yoda joseki.

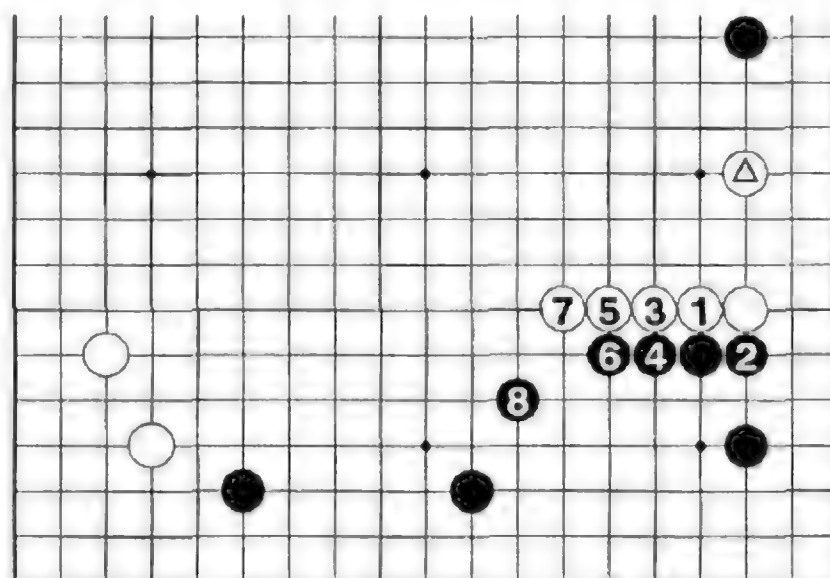
Before analysing Black 2, let's look at other possible moves for White. Hidden within these is the significance of the new Korean pattern.



Dia. 19: common sense, but...

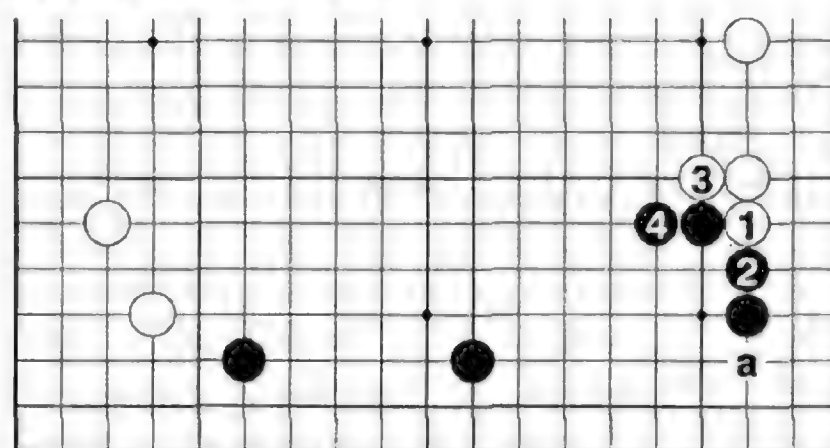
Dia. 19. Usually when the opponent makes a shoulder hit you counter by pushing up, as with 1 here. However, you don't see this move in professional play. Why?

The reason is that backing up with 2 becomes an ideal move. This makes Black thick in the corner. Even if White plays a hane at the head of two stones with 3, Black fights back by cutting at 4. After the continuation to 8, Black has the initiative.



Dia. 20: a large corner

Dia. 20. If White simply extends to 3, defying the proverb by pushing the cart from behind with 4 is a good strategy. After 8, Black looks like getting over 40 points. White has built thickness, but the marked stone is much too close to White's wall. An unfavourable result for Black is inconceivable.



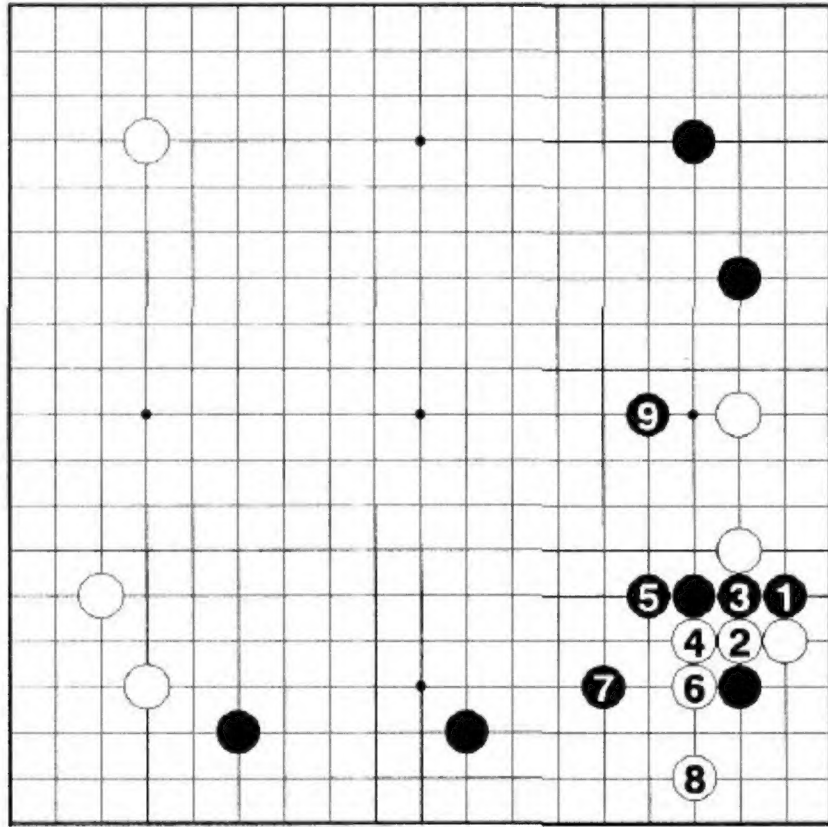
Dia. 21: bad for White

Dia. 21. Letting Black block is unbearable, but exchanging White 1 for Black 2 is bad, as it loses the aji of an attachment at 'a'. Korean research focussed on the importance of the point of 1. It was guided by their distinctive attachment to territory. And it was influenced by Yi Ch'ang-ho.

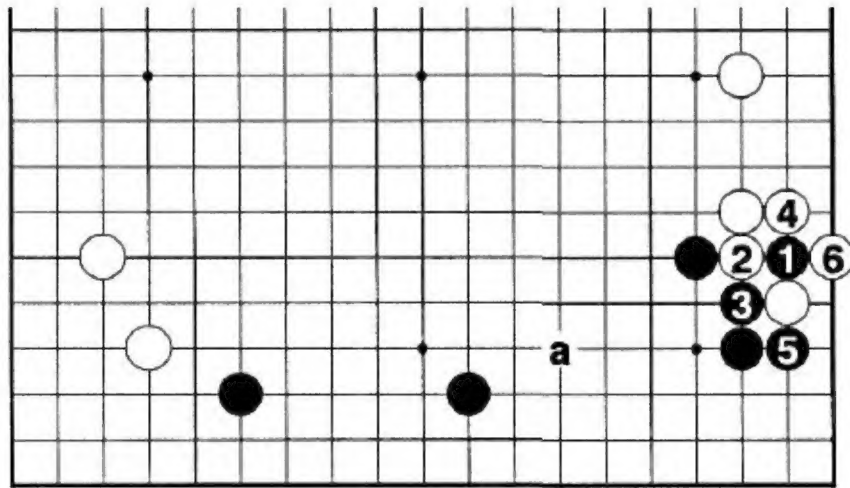
Dia. 22. Resisting Black 1 with White 2 is just what Black wants. The sequence to 9 follows, and there's not one redeeming feature for White in it. It's even feasible for Black to keep 7

in reserve so that he can aim at attacking with Black 8.

If White 2 is no good, that leaves White with only one move.



Dia. 22: hopeless for White



Dia. 23: White 2 the only move

Dia. 23. Pushing down at 2 is the only move. The continuation to 6 is inevitable. Black will next surround the bottom area with 'a'. Black has no grounds for dissatisfaction — that's what everyone thought. Because he's secured more territory than in *Dia. 17*. However, one day, Yi Ch'ang-ho nonchalantly played 2 to 6.

Everyone in the Korean go world was seized with doubt. 'Could this be bad for Black? We have to find a counter.' And so a new pattern appeared.

Dia. 24. Black 1 is a strange move — it's not even a ladder breaker [when this kind of move is most often played]. What do you think Black is planning?

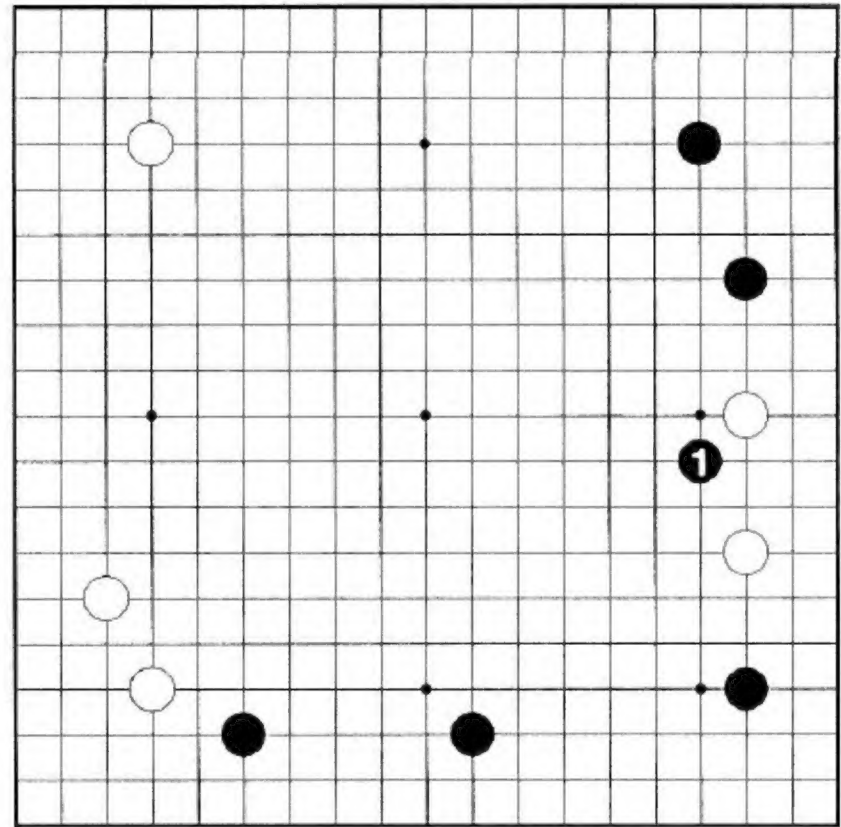
Dia. 25. There seems to be nothing wrong with answering at White 1. Black now switches to the shoulder hit of 2. There seems to be no

relationship between his moves — one can't help wondering what he's trying to do.

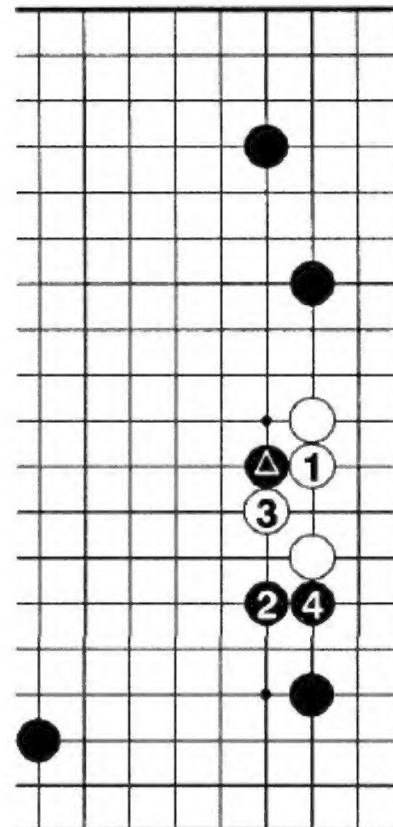
The point is Black 4. The aim of this manoeuvre was to get to make this ideal blocking move.

In Japan, though, this variation would be unlikely to win acceptance. The fate of the marked stone is unbearable.

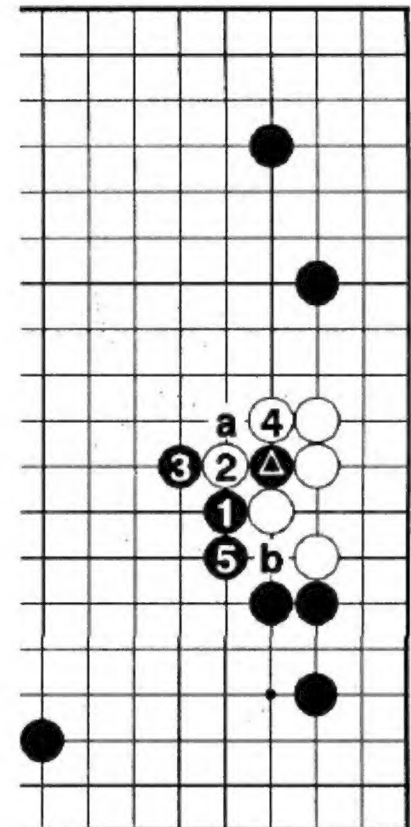
Let's hear from the Korean defence.



Dia. 24: a strange innovation



Dia. 25: the block

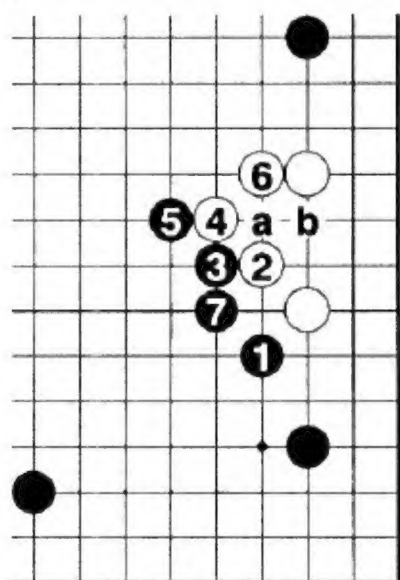


Dia. 26: follow-up

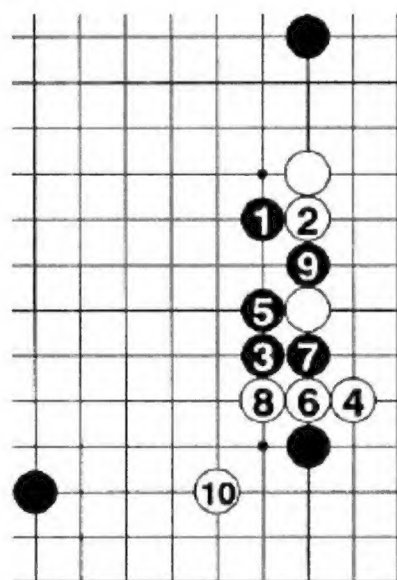
Dia. 26. The assessment is that the marked stone is not a bad move, as Black can make the forcing moves of 1 and 3 later. If White plays 4 at 'a', Black 'b' becomes sente, so 4 is the only move. Black then pulls back at 5, and the bottom area has become his sphere of influence.

Dia. 27. This is a tewari analysis of *Dia. 26*. White 2 is a really weak-kneed answer to 1. After the continuation to 7, exchanging Black 'a' for White 'b' is a bad move. With the plus and the minus, this variation adds up logically.

It adds up, but probably no one would play *Dia. 25* in Japan. You should put fastidiousness aside in a contest, but this is the spirit in which go has been cultivated in Japan.

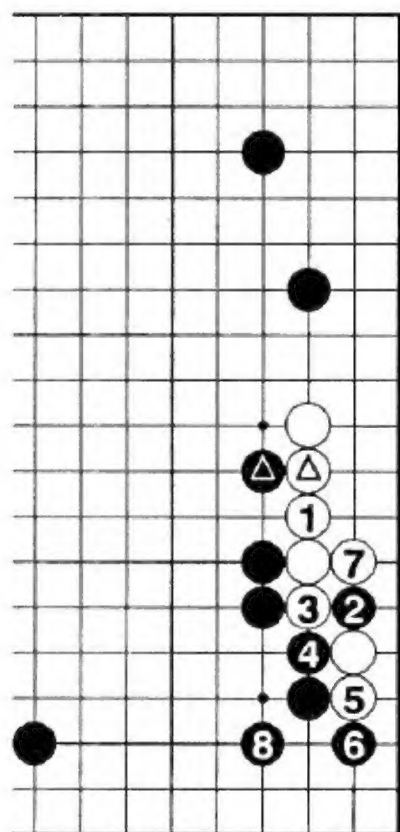


Dia. 27: tewari

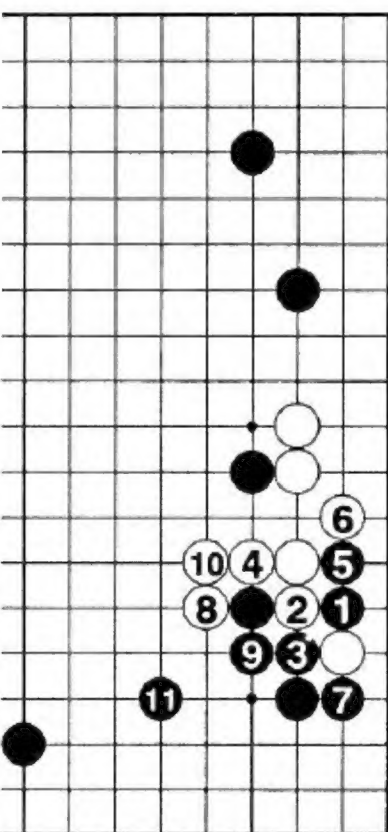


Dia. 28: bad for White

Dia. 28. If White is determined to play the Yoda style regardless, with 4 here, he falls into a trap. Please refer back to *Dia. 9*. Our conclusion there was that the large corner made the result favourable for White. In this diagram, the 1-2 exchange has been added to the result in *Dia. 9*. Just this one exchange clearly reverses the evaluation of the result. Here you could say that White has a loss. Instead of 6 —



Dia. 29: Black satisfied



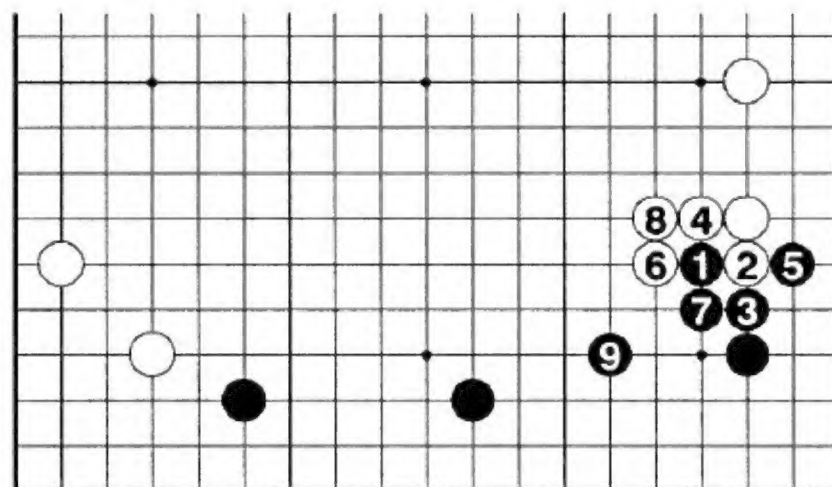
Dia. 30: good for White

Dia. 29. White has no choice but to pull back at 1. The sequence to 8 is a one-way street. The result is similar to the Yoda style in *Dia. 17*, but

the marked stones represent a superb forcing exchange by Black. This Korean innovation has thwarted the Yoda style, but I can't follow *Dia. 24*.

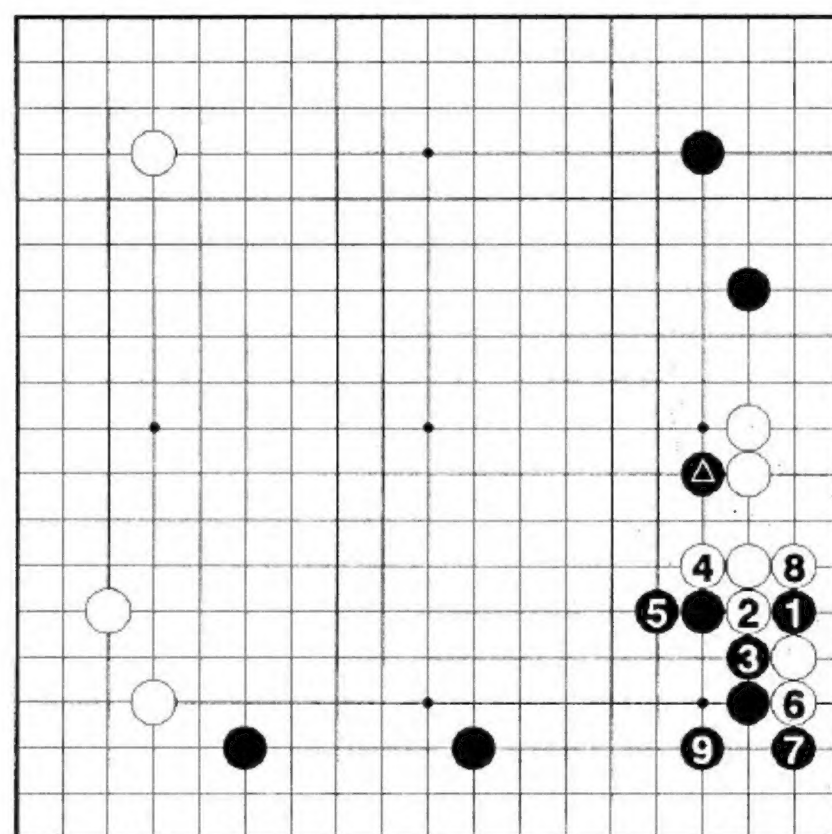
Let's look at an example from a game.

Dia. 30. How would you assess the result to 11? Black's territory looks big, but White has done better. The reason is the crawling move of 5.



Dia. 31: tewari

Dia. 31. After 1, Black welcomes White 2 and 4, but then, in *Dia. 30*, Black has, in effect, made the hane of 5. There's no way permitting White to rap Black on the head at 6 can be good.



Dia. 32: something like a definitive version

Dia. 32. There's nothing wrong with drawing back at 5. The result to 9 is similar to *Dia. 16*. However, that's not to say that this variation is the final conclusion. The answers to the marked black stone have been researched in meticulous detail in Korea. I'll look at their findings in the next instalment. There will be some surprises. In fact, it's more than I can do to keep up.

(Kido, Nov., Dec. 1998. Translated by John Power.)

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Original Japanese Woodblock Prints

Original Japanese wooden block prints (*ukiyo-e*) on go themes by great Japanese artist are available for sale by Mita Arts Gallery. Mita Arts is a specialist in Japanese prints, and all prints are accompanied with a certificate of authenticity. The two prints below are currently being offered for sale.



Title: Noble Young Ladies Competing in Various Accomplishments (*Kiken Reijo Shogei Kurabe*)
Artist: Nobukazu Yosai; **Format:** Oban triptych
Date: 1891; **Publisher:** Yokoyama Ryohachi
Condition: Good; **Price:** \$900



Title: Etiquette of Ladies (*Onna Reishiki*)
Artist: Chikanobu Yoshu; **Format:** Oban triptych
Date: 1895; **Publisher:** Naraha Shubei
Condition: Good; **Price:** \$900

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